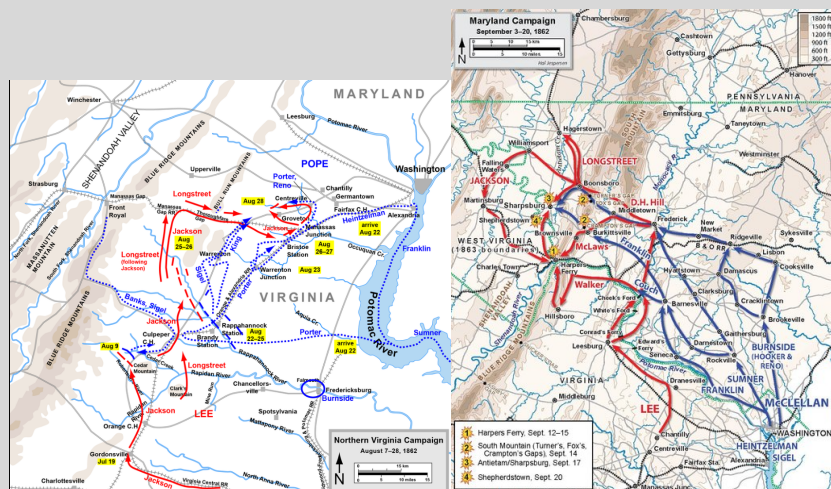


Long Roads to Antietam

Lee's Late Summer 1862 Offensive



V. 9-12-25

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Long Roads to Antietam Lee's Late Summer 1862 Offensive

I) Introduction

Long Roads to Antietam combines the GCACW Stonewall Jackson's Way and Here Come the Rebels modules into a single grand campaign game encompassing Robert E. Lee's late summer 1862 offensives in northern Virginia and Maryland. Included with the rules are various player aids to assist in playing the updated module. Players can play the module face to face by utilizing the counters and maps from Stonewall Jackson's Way and Roads to Gettysburg II or play the game online using the Long Roads to Antietam Vassal module.

The only charge for these rules is that you let me know how your play of the game progresses and what you think of the rules. I can be reached at kennethelee55@gmail.com 411 Colburn Avenue, Clarks Summit, PA 18411

Enjoy!

Ken Lee

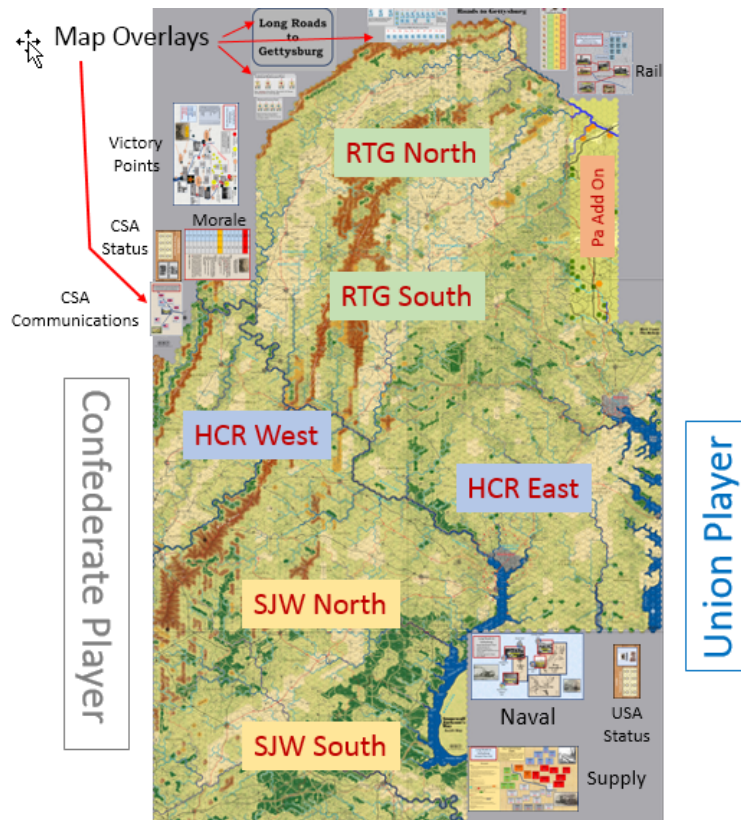
II) Required Components / Setting up the Maps & Player Aids

In order to play Long Roads to Antietam, you will need the maps from both the Roads to Gettysburg II and Stonewall Jackson Way II games in the Great Campaigns of the American Civil War series published by MultiMan Publishing. All counters necessary to play the game are contained in either the SJW II or RTG II counter sheets. Additional player aids, the Pennsylvania add on map; map overlays and off map movement charts can be downloaded from the MMP web site.

You can choose to play with or without the Roads to Gettysburg maps. If so, ignore the victory points that can be obtained on these maps and instead utilize the optional Off Map Rules

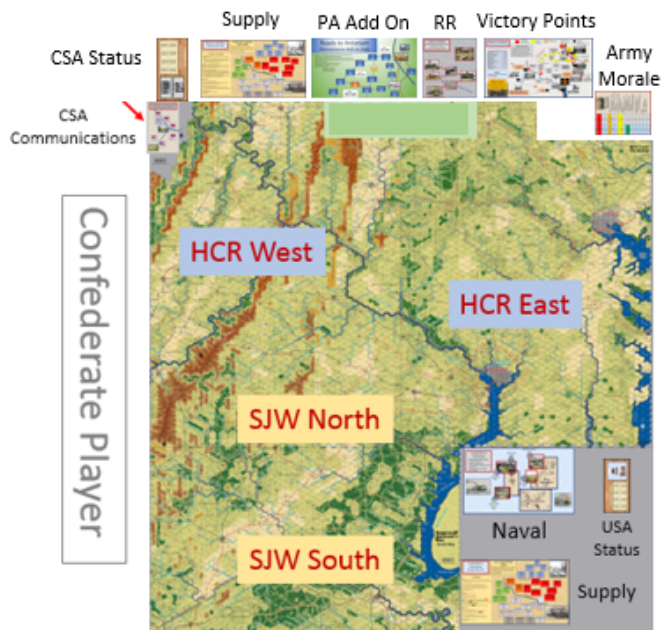
If playing with all of the maps you will need a table of least 52 inches in width and 85 inches in length. Place the maps, overlays, charts and player aids as follows:

- 1) Place the SJW maps in the bottom left corner of the table.
- 2) Place the HCR rebel maps so that they overlap the SJW maps.
- 3) Place the RTG maps so that they overlap the HCR maps.
- 4) Place the Pennsylvania add on map on the east/right of the RTG maps and north of the HCR east map.
- 5) Place the Union Off map railroad movement chart above / north of the Pennsylvania add on map.
- 6) Place the map overlays on top of the Union reinforcement charts, the Confederate reinforcement chart and the Army of the Potomac increment chart.
- 7) Place the Confederate Communications chart on the top left / northwest corner of the West HCR map.
- 8) Place the CSA Status, Victory Point and Morale Player Aids on the left / west side of the RTG Maps
- 9) Place the Naval Movement, USA Status, and Supply Player aids to the right / east of the SJW maps.



Map note: a rail line should be considered to run out of York, PA in a northeasterly direction in order to link up with the rail line from Wrightsville on the Pennsylvania add on map. A rail line should also be considered to run from Harrisburg southeast along the north shore of the Susquehanna River to link up with the Middletown / Lancaster off map rail box.

Set up for using Pennsylvania add on map rather than RTG maps



III) Applicable Rules

Unless otherwise stated, all play is pursuant to the GCACW standardized rule set with the following exceptions:

Confederate Extended March Die Roll Modifiers based on 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

Long Distance Movement Portion of Action Phase

The action cycle is divided into a regular and distance movement portion. Units may not move by rail, naval or strategic movement until both players have passed. Once both players have passed simultaneously, if either side would like to conduct any additional regular movement or any rail, naval or strategic movement they can request that additional initiatives be rolled. When a player then wins an initiative, he may move units by rail, naval or strategic movement as well as by regular movement. Players may also take any other action allowed during a regular activation cycle (attacks, assaults, burning RR's etc.) Once both players pass simultaneously a second time the action cycle is over.

During both the regular and distance movement portions of the action cycle, per the remote movement rules, unless the other player objects, a player may use regular, strategic, naval or railroad movement to move any unit more than 8 hexes from an enemy unit without having the initiative.

1.0 Game Set Up & Unit Affiliations

The set up for each scenario is set forth in the scenario rules.

Union units whose tactical factors are in blue boxes are considered Army of Virginia until the completion of the Union Army Reorganization when they shall be considered Army of the Potomac units.

Union units whose tactical factors are in green boxes are considered Army of the Potomac units.

2.0 Reinforcements / Special Units & Commanders

Players receive reinforcements as follows:

Turn	Unit/Leader	Size	Command	Type	MV	Location
August 20	Heintzelman	Corps	III-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Kearny	Div.	III-AP	Inf	13	Harrison's Landing Hex-Naval Chart
August 21	Hooker	Div.	III-AP	Inf	14	Harrison's Landing Hex-Naval Chart
	Piatt	Brig	V – AP	Inf	2	Harrison's Landing Hex-Naval Chart
August 23	Taylor	Brig	VI-AP	Inf	3	Harrison's Landing Hex-Naval Chart
August 25	Sumner	Corps	II-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Richardson	Div.	II-AP	Inf	11	Harrison's Landing Hex-Naval Chart
	Sedgwick	Div.	II-AP	Inf	14	Harrison's Landing Hex-Naval Chart
	Franklin	Corps	VI-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Slocum	Div.	VI-AP	Inf	9	Harrison's Landing Hex-Naval Chart
	Smith	Div.	VI-AP	Inf	13	Harrison's Landing Hex-Naval Chart
August 26	Ripley	Div.	L	Inf	7	(See Note Below)
	Moor	Brig	Kan - AV	Inf	3	HCR E 0944 (Alexandria)
	Scammon	Brig	Kan – AV	Inf	2	HCR E 0944 (Alexandria)
	Sturgis	Brig	Res - AV	Inf	1	HCR E 0944 (Alexandria)
August 27	Hampton	Brig	Cav	Cav	3	(See Note Below)
	Kimball	Brig	II-AP	Inf	4	HCR E 0944 (Alexandria)
	Couch	Div.	VI-AP	Inf	11	Harrison's Landing Hex-Naval Chart
August 28	McLaws	Div.	L	Inf	17	(See Note Below)
	D.H. Hill	Div.	L/J	Inf	11	(See Note Below)
August 29	Pleasanton	Brig	AP-Cav	Cav	2	Harrison's Landing Hex-Naval Chart
August 30	Walker	Div.	L	Inf	7	(See Note Below)
CSA Rest & Refit	Funk	Brig	L	Inf	3	Winchester or Front Royal (If occupied west map edge within 5 hexes of Winchester or Port Royal)
McClellan Takes Command	French	Div.	II-AP	Inf	6	HCR East 1140 (The Capitol)
Die Roll	PA Militia*	Div.	PA	Inf	5	RTG-N 4907 (Camp Curtin)
	NY Militia*	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)
	Briggs*	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)
	Beaumont*	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)

Note: During the Reinforcement Phase of the indicated turns, place the Confederate units and leaders on the map in any of the following hexes: S0134, S0233 (Somerset), S0334, and S0833. If an arrival hex is Union occupied, the Confederate units may not be placed there. The Confederate player may delay the arrival of any or all of his reinforcements by one turn and place them in any of the following hexes: S3033, S3534, S3734 (Spotsylvania Courthouse), S4233 (Massaponax Church).

*See Special Rules for PA militia below (2.3)

2.1 Haupt

The Haupt unit may move regularly or by rail each turn per the normal railroad movement rules and shall not count toward the Union maximum railroad moves each turn. Should the Haupt unit be destroyed during the game, it shall reappear in the Baltimore Depot hex in Washington DC in the leader transfer phase three turns after being destroyed. (Example: if the Haupt unit is destroyed on August 26 it would return in the leader transfer phase of August 29).

2.2 Confederate Depots

If, at the start of any turn, no Union units occupy Frederick County, Virginia, the Confederate player may immediately place a Confederate depot in Winchester. If, at the start of any turn, no Union units occupy Frederick or Clarke Counties, Virginia, the Confederate player may immediately place a Confederate Depot in Berryville.

2.3 Pennsylvania Militia

Beginning in the Pennsylvania Militia phase after the first Confederate unit crosses the Potomac River, the Union Player rolls a die to determine whether the first increment of the Pennsylvania Militia arrives. On a roll of one or less the Pennsylvania Militia unit arrives and is placed in Camp Curtin RTG-N 4907 with a strength of 5. Subtract one from the die roll if a CSA infantry unit has crossed the Potomac. Subtract one if there is a CSA unit of any kind in Pennsylvania.

PA Militia Reinforcement Chart						
dr	Reinforcement					
≤ 1	PA Militia	Div	PA	Inf	5	Camp Curtin (RTG-N 4907)
≤ 1	NY Militia	Brig	PA	Inf	5	Camp Curtin (RTG-N 4907)
≤ 1	Briggs	Brig	PA	Inf	5	Camp Curtin (RTG-N 4907)
≤ 1	Beaumont	Brig	PA	Inf	5	Camp Curtin (RTG-N 4907)

Continue to roll for the Pennsylvania militia using the same die roll modifiers until the total number of MP placed is 20. Additional increments of 5 MP each shall be placed in Camp Curtin utilizing the NY Militia, Briggs and Beaumont counters from Rebels in the White House. (All such units shall be treated as being part of the PA Militia,)

(If not utilizing the RTG maps, place the Pennsylvania militia units anywhere on the north map edge 10 turns after the first Confederate unit crosses the Potomac River).

Subtract one from each movement die roll for the Pennsylvania militia and use the Passive strategic movement numbers. Ignore the special rules for the Pennsylvania militia contained in the Here Come the Rebels rules.

The Pa. Militia division counter may attach other Pa. militia brigade units and conversely detach such units once attached (once again using the NY Militia, Briggs and Beaumont counters from Rebels in the White House).

2.4 Reynolds

Place the Reynolds corps leader counter with any Pennsylvania militia unit upon the reorganization of the Union V corps (see 17.3). From that point forward Reynolds shall act as a corps leader of the Pennsylvania militia with a 0 tactical value and a 2 command value.

2.5 Pleasanton

Place the Pleasanton Division Leader Counter per the Union Cavalry Reorganization rules (see 17.4). Pleasanton may activate up to three Union cavalry units per initiative.

2.6 Pope

Increase (worsen) the Union Army's Morale level by two prior to McClellan replacing Pope.

2.7 Jackson & Lee

Per the GCACW Standard rules, Jackson and Lee receive a plus one die roll advantage when participating in assaults unless incapacitated per the Leader Casualty random event. These bonuses are not cumulative so the maximum advantage one can receive even if both Jackson and Lee participate is +1.

2.8 Funk

Funk enters the game as soon as the Confederate Player proposes (see 7.3) the Rest & Refit period. In such case he is placed in either Winchester or Front Royal or, if these are Union occupied, in a map edge hex within five hexes of Winchester or Front Royal. Funk may be attached to any Confederate division and is not considered to be part of any Corps for purposes of Confederate Army Morale.

3.0 Movement Restrictions, Required Garrisons & Manpower Reductions

3.1 Union Movement Restrictions: Union units are subject to the following movement restrictions:

All "DC" designated units must remain within the DC Defense Area (within Alexandria County, the District of Columbia or any permanent fort within 10 hexes of the Capital).

All "Balt" designated units must remain north of the Potomac River, east of the Monocacy River and south of the Mason-Dixon Line (PA-MD border) at all times.

All "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.

3.2 DC Garrison

The Union's high command was continually concerned with the possibility of an attack on DC and required a garrison to be maintained within the DC Defense Area. The size of the garrison that must be maintained each turn in the DC Defense Area is calculated during the Turn Start phase of each turn as follows:

- 18 Manpower Points at all times.
- + 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 previously 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. (inclusive) is damaged or destroyed (representing the cutting of outside communications with the Union government in Washington.)

Such garrison requirements may be satisfied by any Union units except the Pennsylvania Militia.

If during the Victory Check phase of each, the Union manpower in the DC Defense area is below the requirements for the turn calculated during the Turn Start phase, award the CSA player one victory point for each 5 missing garrison manpower (rounded up)..

3.3 Harpers Ferry Garrison

In order to avoid a VP penalty, the Union player must keep a garrison of at least five manpower points combined in Harpers Ferry, the Naval Battery and Bolivar Heights (with at least one MP in Harpers Ferry itself) at all times until the time that Harpers Ferry surrenders or is occupied by Confederate units. Award two VPs to the Confederate player if such garrison requirement is not met during the Victory Check Phase of each turn. In addition, the Union may not dismantle or destroy the depot in Harpers Ferry.

3.4 Baltimore Garrison

In order to avoid a VP penalty, the Union player must keep a garrison of at least five manpower points within five hexes of a Baltimore city hex. Award two VPs to the Confederate player if such garrison requirement is not met during the Victory Check Phase of each turn.

3.5 Confederate Manpower Reductions upon Crossing the Potomac

The Army of Northern Virginia suffered significantly from straggling north of the Potomac River partly due to the unwillingness of many soldiers to participate in the invasion and partly due to the cumulative effects of being on active campaign for an extended period of time. To reflect these facts, apply the following to CSA Units north of the Potomac River:

- 1) The first time each CSA infantry unit crosses the Potomac reduce its manpower by 20% (rounded to the nearest whole number - .5 rounding up the reduction). The minimum loss from each unit shall be one.
- 2) If the Confederate player has not yet proposed a Rest & Refit Period, reduce CSA infantry crossing the Potomac by 30% and not 20% (see 7.3). The minimum loss from each unit shall be one.

4.0 - Indestructible Bridges

Per the Standardized Rules, the following bridges may not be destroyed by either side:

Chain Bridge	0537 HCR East
Aqueduct Bridge	0739 HCR East
Patterson Viaduct	2317 HCR East
Thomas Viaduct	2518 HCR East
Frederick Junction Bridge	2428 HCR West
Long Bridge	0941 HCR East
Hunting Creek Bridge	0845 HCR East

5.0 - Advanced Game Sequence of Play

Each turn in the Advanced Game is performed according to the Sequence of Play on the Sequence of Play Player Aid. Add the following to the normal action cycle:

5.1 Long Distance Movement Portion of Action Phase

The action cycle is divided into a regular and distance movement portion. Units may not move by rail, naval or strategic movement until both players have passed. Once both players have passed simultaneously, if either side would like to conduct additional regular movement or any rail, naval or strategic movement or make attacks, they can request that additional initiatives be rolled. When a player then wins an initiative, he may move units by rail, naval or strategic movement as well as by regular movement. Once both players pass simultaneously for a second time the action cycle is over.

During both the regular and distance movement portions of the action cycle, per the remote movement rules, a player may use regular, strategic, naval or railroad movement to move any unit more than 8 hexes from an enemy unit without having the initiative provided the unit remains at least 8 hexes from an enemy unit.

6.0 - 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 Harpers Ferry Garrison** if CSA Infantry Unit is within 8 hexes of Harpers 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

6.1 Rain - Refer to the Standard rules

6.2 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.

6.3 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).

6.4 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).

6.5 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 may 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.

6.6 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

6.7 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)

6.8 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.

6.9 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. Reinforcements added to units other than Army of the Potomac have no impact on morale. 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.

6.10 – Heat – Add one to all extended march rolls

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

7.0 - Operational / Passive Declaration – CSA Rest & Refit Period

7.1. Declaration

During the Operational / Passive declaration phase, each player secretly selects a chit to indicate whether he wishes to be Passive or Operational during the current turn.

- If an Enemy Intelligence random event has been rolled, the winning player benefiting from the Enemy Intelligence event shall be informed of the other player's selection prior to making his own selection.
- If an Enemy Intelligence random event has not been rolled, both players simultaneously reveal their choice.

7.2 Effects of Being Passive or 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).
- Passive CSA players may select new objectives (if playing with CSA Objectives optional rule).
- If playing with the optional Time Allotment rule, the Passive player receives a time chit.
- 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 hex range)
- 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.
- Passive Union players may remove and place depots per section 14.8 below.

7.3 Confederate Rest & Refit Period

Once per game, on turn 2 and thereafter, just prior to the Operational / Passive selection, the Confederate Player may propose a Rest & Refit Period. The Union player must then either accept or decline this proposal.

Union Accepts Rest & Refit Proposal

If the Union player accepts the proposal, then for this and the next three turns, both players shall be passive and no activations may take place except as follows:

- Union units may activate provided that: 1) they do not attack, 2) they apply the -1/-2 movement point penalty for being passive and 3) they end any march action or strategic movement closer to the DC Defense Area (hexes within Alexandria County, the District of Columbia or any permanent fort in the DC area). Units within the DC Defense Area may move about that area freely. This includes naval, strategic and railroad movement provided that it too is in the direction of the DC Defense Area.
- Confederate units may activate provided that: 1) they do not attack; 2) they apply the -1/-2 movement point penalty for being passive, 3) if possible, they end any normal march action closer to the Lee counter than they started and 4) they end any strategic march at least six hexes closer to the Lee counter than they started.
- During the Rest and Refit, the Confederate player may not transfer or move Lee except on one occasion Lee may be transferred up to five hexes to any CSA unit in the Leader Transfer Phase.
- Confederate and Union units may entrench and build bridges.

Union Rejects Rest & Refit Proposal

If the Union player rejects the proposal, the Confederate player will be passive for the current turn and the three subsequent turns but otherwise is not restricted from moving or attacking. The Union may choose to be Operational or Passive on each of these three turns and play shall proceed as normal.

Regardless of Whether Union Accepts Rest & Refit Proposal

Army Morale Improvement - Upon the Confederate player proposing a Rest & Refit Period (regardless of whether accepted), the impact of prior Confederate losses on Confederate Army morale shall be reduced by one half rounded down (Ex. if the CSA had 15 losses prior to the Rest & Refit Period, these 15 losses shall only count as 8 losses for morale purposes going forward.)

Should the Union accept the proposed Rest & Refit Period the impact of prior Union losses on Union Army morale shall also be reduced by one half rounded down.

Confederate SJW Counter Replacement. Upon the Confederate player proposing a Rest & Refit Period (regardless of whether accepted), the Confederate player shall replace his Stonewall Jackson's Way (SJW) unit counters with their corresponding units from Here Comes the Rebels (HCR) 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 player 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 units within 8 hexes of the unit being removed.

Special Confederate Attachment: Upon the Confederate player proposing a Rest & Refit Period and thereafter, the following division-sized units may be attached to any other Confederate division (except to one another): Kemper, Wilcox, and Ripley. Add their artillery values to the units to which they attach.

Funk: Upon the Confederate player proposing a Rest & Refit Period, place Funk in either Winchester or Front Royal (or, if both are Union occupied, on the west map edge within five hexes of Front Royal or Winchester). (See also 2.8) Funk may attach to any Confederate Division, adding its artillery value to the attaching unit.

Union Cavalry Exhaustion: By the end of the 2nd Bull Run campaign, the Union cavalry command had begun to deteriorate due to exhaustion. As such, upon the Confederate player proposing a Rest & Refit Period (regardless of whether the Union has chosen to accept the proposed Rest & Refit period) conduct the following Union cavalry reorganization:

- 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.

Failure to Propose a Rest & Refit Period: For so long as the Confederate player has not proposed a Rest & Refit Period (whether or not rejected), Confederate units shall be subject to the following penalties:

- The forage value for the CSA for all counties by one on turn 15 rather than on turn 25 and by two on turn 25 rather than on turn 35
- Add an additional one to all extended march rolls for Confederate units which begin their march north of the Potomac River (now +2).
- Increase the manpower loss for CSA infantry units crossing the Potomac for the first time from 20% to 30%.
- Remove an additional victual from CSA units north of the Potomac on the occurrence of a CSA Supply Problems random event.

Summary of Advantages for Confederacy of proposing Rest & Refit period

- Eliminates +1 Extended march modifier for infantry units north of the Potomac
- Eliminates additional 10% reduction for CSA infantry crossing the Potomac
- Extends period before CSA begins suffering negative forage die roll modifiers.
- Avoids additional victual loss during Confederate Supply Problems random event
- Requires Union to undertake Cavalry reorganization
- Brings Funk into the game
- Allows CSA reinforcements to reach the ANV
- Allows Kemper, Wilcox and Ripley to be absorbed by or attached to other CSA divisions
- The impact of prior Confederate losses on Army morale is decreased

Summary of Advantages for Union of Accepting CSA Rest & Refit Proposal

- Army of the Potomac units extended die roll modifier does not increase (+1 rather than +2).
- Reduced Impact of USA Cavalry Exhaustion (two units rather than five confined to DC)
- CSA may not move or attack (except to bring up reinforcements) for four turns
- USA may entrench; retreat toward Washington; and receive reinforcements
- The impact of prior Union losses on Army morale is decreased

8.0 - Naval Movement

During the Long Distance Movement portion of the Action Cycle the Union may move forces by naval movement on the Naval Movement Chart as follows:

Any organized Union unit at fatigue 0 occupying the following hexes at the beginning of a turn may be moved by naval movement:

- | | |
|--|------------|
| - Alexandria- | 0944 HCR-E |
| - Naval Yard | 1240 HCR-E |
| - Aquia Creek Station | 5021 SJW-S |
| - Camden Station | 3115 HCR-E |
| - Annapolis | 3932 HCR-E |
| - Harrison Landing Hex on Naval Movement chart | |

Units already at sea may also move. Units are considered at sea if they are in a dock square, the Potomac River box, the James River box or either of the two Chesapeake Bay boxes.

Union units may move a total of two squares or hexes on the naval movement chart each turn. Units moving by naval movement gain one fatigue for each square or hex that they enter. No more than five Union units may use naval movement on any turn (either moving ashore, going to sea, staying at sea or moving at sea). Increase this by one to six during an Accelerate Reinforcements random event. For purposes of this rule, infantry regiments and brigades count as 1/2 unit. All Cavalry count as a full unit. A unit may combine naval and regular movement during the same turn. Once a unit reaches a hex depicted on the Naval Movement display it may be freely transferred to the corresponding map board hex and vice versa without gaining additional fatigue.

9.0 - Harpers Ferry Garrison and Surrender

There is a permanent fort in Harpers Ferry but not in the Naval Battery.

The Union player must keep a garrison of at least five manpower points combined in Harpers Ferry, the Naval Battery and Bolivar Heights (with at least one MP in Harpers Ferry itself) at all times until Harpers Ferry is occupied by Confederate units. The Union may never destroy or dismantle the Harpers Ferry depot. Ignore the above requirements upon the occurrence of a Harpers Ferry Garrison Release random event.

The players must determine whether Union units in and around Harpers Ferry (S0632) are surrounded, and if so, whether or not they surrender. This determination takes place in the Harpers Ferry Phase.

9.1 How to Determine If Harpers Ferry Is Surrounded

In the Harpers Ferry Phase, every Union unit occupying Harpers Ferry/ Bolivar (HW2521) or within three hexes of hex HW2521, must attempt to trace a continuous path of road, pike, or RR hexes of unlimited length to any map edge hex. This path may not enter a Confederate-occupied hex or a Confederate ZOC unless that ZOC is occupied by a Union unit.

9.2 How to Determine If Harpers Ferry Surrenders

If there are no Union units in or within three hexes of HW2521, or all Union units in or within three hexes of HW2521 can successfully trace such a path to a map edge as outlined above, no action is taken and play proceeds to the next phase. However, if at least one Union unit cannot trace such a path, the Confederate player rolls two dice and combines the rolls into a single sum. (The dice sum may be modified; see below.) If the modified dice sum is 12 or less, the result is “no effect”, and play proceeds to the next phase. If the modified dice sum is 13 or more, the result is “surrender” (see below).

The Confederate player’s Harpers Ferry Table dice roll is modified if any of the following conditions are in effect (all modifiers are cumulative):

- +3: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex HW2620 (Naval Battery)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex HW2621 (Loudoun Heights)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex HW2420 (Bolivar Heights)
- +1: For each consecutive turn (after the first) that the Confederate player rolls for the surrender of Harpers Ferry (ex. on the third attempt there would be a +2 modifier)
- -1 An Army of the Potomac infantry division is within 15 hexes of Harpers Ferry
- -1 An Army of the Potomac infantry division is within 10 hexes of Harpers Ferry
- -1 An Army of the Potomac infantry division is within 5 hexes of Harpers Ferry

10.0 - Substitute Units, Detachment and Attachment

Each player has five “substitute” infantry brigades and three “substitute” cavalry regiments.

10.1 Detachment

Either player may detach one or more substitute infantry brigades from a marching infantry unit as long as the unit has a Manpower value of 2 or more if a brigade or regiment or 4 if a division. Either player may detach one or more substitute cavalry regiments from a marching cavalry unit as long as the unit has a Manpower of 2 or more.

How to Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower value, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

Placement of Detached Units

A detached substitute may be placed in the hex in which an active infantry unit begins its march or in any hex entered by the active unit during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

Detachment Restrictions

Counter Limits: The number of substitutes for each side shall be limited to 5 infantry and 3 cavalry units. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Artillery: Players may assign one (and only one) artillery strength point to substitute units. Indicate the artillery values of the original and detached unit with an artillery marker.

Size: After detaching, a parent unit must have a minimum Manpower Value of 1. *Exception:* After detaching, an infantry division parent unit must have a minimum Manpower Value of 4. Designer's note: this prevents excessive and unrealistic reorganization.

The Manpower value of a substitute is limited as follows:

- Substitute infantry brigades must be assigned a Manpower Value of 8 or less.
- Substitute cavalry regiments must be assigned a Manpower Value of 2 or less.

Union garrison units: the following groups of Union units may not detach units:

- RR, Shen, Balt., DC

Pennsylvania Militia: The Pennsylvania militia may detach units which it has previously attached. Such units may only be attached to other Pennsylvania militia units.

Determining Status of Detachments

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted: If an active unit has a disorganized Strength marker, is on its exhausted side, or possesses a Demoralized marker, then any substitute detached by this unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches, but it may eventually attach to a unit of a different command.

Supply: If using the optional enhanced supply rules, detaching units gain the supply status of their parent.

10.2 Attachment

In the Attachment Phase, a substitute (or a normal infantry regiment or brigade, or cavalry regiment—see “Special Attachment”) stacked in the same hex as a friendly unit of the same type may “attach” to that unit. As long as one of these allowable units attaches to a unit of the same type (infantry or cavalry), it may attach to any friendly unit regardless of size or affiliation. Cavalry brigades, and infantry divisions may not attach (see exception for certain CSA infantry divisions after the CSA player has proposed and Rest & Refit period (see 7.3))

How to Attach

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

Attachment Restrictions

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the unit removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower Value of 18.
- Infantry brigades may not be raised above a Manpower Value of 8.
- Infantry regiments may not be raised above a Manpower Value of 2.
- Cavalry brigades may not be raised above a Manpower Value of 4.
- Cavalry regiments may not be raised above a Manpower Value of 2.

Determining Status after Attachment

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. Exception: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit’s Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Supply: If playing with the enhanced supply rules, the unit to which a unit is attached retains its existing supply status (i.e. number of victuals)

Artillery: If a unit attaches to another unit, assign the attaching unit’s entire Artillery value to the unit to which it attaches. Note the new artillery value on the OOB player Aid or by the use of an artillery strength marker.

Special Attachment - Even though they are not substitutes, both player's infantry regiments/brigades and cavalry regiments may attach to other friendly units of the same type subject to the general restrictions relating to the maximum size of units and the special restrictions set forth below.

10.3 Union Attachment Restrictions:

- 1) Union regiments / brigades with a corps affiliation (Pnell Leg., 60 NY, Piatt, Taylor, Griffin, & Kimball,) may only be attached to another unit of their corps.
- 2) DC and Balt designated units may only attach to similarly designated units.
- 3) 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 as well.
- 4) Pennsylvania militia units may only be attached to the Pa. Militia **division**.
- 5) Non-substitute Union cavalry units may not be attached.

10.4 Confederate Attachment:

After the Confederate player proposes a CSA Rest & Refit Period the following division size Confederate units may be attached to any other Confederate division: Kemper, Wilcox, and Ripley. Add their artillery values to the units to which they attach.

Funk may attach to any Confederate Division at any time adding its artillery value to the attaching unit.

11.0 - Union Railroad Movement

11.1 Eligible Units:

Organized Union infantry units at fatigue level 0 in a RR Station

- Cavalry may not move by rail.
- The unit may not be in an enemy ZOC.
- The unit may not have moved by rail earlier in the turn.

11.2 How Rail Movement is Performed

Eligible units may move by rail during the Distance Movement portion of the Action Cycle. To move an eligible unit by rail, a unit must be at fatigue level 0. The Union player declares a march action for an eligible unit. The unit's Fatigue Level is increased by two. The unit may then move up to 40 hexes, regardless of terrain or rain, as long as it moves only along continuous railroad hexes and does not enter an enemy occupied hex or ZOC (even if that ZOC is Union occupied), or a damaged/destroyed RR station. After moving by rail, a unit may perform actions later in the Action Cycle if it has fatigues remaining. The same unit may not move more than once per turn by rail.

A unit does not need to make an extended march die roll when moving by rail.

11.3 Rail Movement Maxima

A maximum of one division or two brigades / regiments may move by rail each turn. Movement of the Haupt RR engineer unit does not count toward this maximum.

11.4 Railroad Connections:

A rail line should be considered to run out of York, PA in a northeasterly direction in order to link up with the rail line from Wrightsville on the Pennsylvania add on map. A rail line should also be considered to run from Harrisburg southeast along the north shore of the Susquehanna River to link up with the Middletown / Lancaster off map rail box.

11.5 Off Map Railroad Movement

Subject to the maxima set forth above, the Union Player may use off-map rail movement on the off-map rail movement chart. During the action phase, units at fatigue level 0 in the following on-map rail stations may move to corresponding boxes on the Off-Map Rail Movement chart: Harrisburg, York, Columbia, Back River

Bridge Station, President Street Station, or Camden Station. Such units may then move to an adjacent off-map railroad box provided that the on-map path from the station to the map edge is not blocked by enemy ZOCs or destroyed or damaged RR stations. Each turn during the Distance Movement portion of the action phase, units on the off-map rail movement chart may move from one off-map box to an adjacent off-map box and, once in a box corresponding to an on-map railway station, must be immediately transferred to the corresponding on-map railroad station. Units using off-map rail movement gain two fatigues each turn.

12.0 - Union Permanent Forts

12.1 Effects of Union Permanent Forts

- Confederate units may not enter or retreat into a hex containing an undestroyed permanent Union fort. Similarly, Confederate leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Confederate units adjacent to an undestroyed Union fort do exert a ZOC into the fort; however, an undestroyed fort is always treated as occupied by a Union unit when determining the effects of Confederate ZOC.
- Union forts do not exert ZOC (unless a Union unit occupies its hex).
- A Union fort hex adjacent to a defending Confederate unit is considered “covered” for flank attack determination.
- Union units may enter fort hexes without restriction.
- Forts themselves may not activate or entrench.

12.2 Union Permanent Forts and Combat

The Union Fort at Harpers Ferry has an intrinsic combat value of 2 and an intrinsic artillery value of 1.

The Union fort at Fort Washington has an intrinsic Combat Values of 0 and an intrinsic Artillery Value of 0.

The effect of each DC/Alexandria/Baltimore permanent fort is determined by rolling a die on the occurrence of either of the following:

- a) after an attack is declared. (Note: The attack may not be called off.)
- b) after a Confederate unit with a combat value of 5 or greater which occupies a hex adjacent to the fort initiates a march action and remains in the hex without attacking.

Die roll effects: (add one for Union Forts south of the Potomac River)

1-2 = Class 1
3-5 = Class 2
6 = Class 3

Classification Effects:

Class 1 = Artillery value of 0
= Intrinsic garrison of 1

Class 2 = Artillery value of 1
= Intrinsic garrison of 2

Class 3 = Artillery value of 2
= Intrinsic garrison of 4

Once the classification of a fort has been determined, it remains in that class for the remainder of the game (unless destroyed). Place a 1, 2 or 3 markers on the fort to indicate its class.

The above intrinsic combat and artillery values may only be used in defense; a fort may never join in a Union attack (although Union units in fort hexes may attack).

Confederate units may attack an adjacent fort hex. If no Union units occupy the fort hex, the fort's intrinsic Combat value and Artillery value are used to resolve the combat. If one or more Union units occupy the fort hex, the Union player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the Combat and Artillery values of the Union units defending in the fort hex.

In Confederate attacks against forts, there can never be a tactical modifier in favor of the Confederate player. If the Confederate player has a higher tactical value than the Union player, or if no Union units occupy the fort hex, no tactical modifier is used. If the Union player has a higher tactical value, that combat die roll modifier is applied normally.

In Confederate attacks against fort hexes, the Confederate player may never gain a flank attack bonus. All other combat modifiers are applied normally.

12.3 How Union Forts Are Destroyed

If the Union player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Confederate attack against a Union fort hex, the fort is permanently destroyed. Any Union units in the fort hex must also retreat or rout. Place a "Destroyed" marker in the hex – a Union fort is no longer considered to occupy that hex.

When calculating the Defender's Combat Value to determine the proper column on the Combat Chart, do not include the intrinsic Combat value of the fort. (If no Union units are present, treat the fort as having a Combat Value of 1.) Combat results containing Manpower Value losses, "F" (fatigue-1), "F" (fatigue-2), and "D" (disorganize) results have no effect on forts; however, these results do affect Union units defending in the fort hex. A manpower value loss may not be taken by the fort; if there are any units in the fort, they take the full manpower loss. The destruction of a fort does not count as a Manpower value loss for Victory Point purposes.

A destroyed fort is considered to be a Union redoubt hex (see Standard Rules section 9.0) for the rest of the scenario. If Union units re-enter the hex, they gain all the normal benefits of a redoubt hex.

12.4 Entrenchment in Fort Hexes

Union units in a fort hex are treated as if they occupied a redoubt hex for entrenchment purposes. Thus, in a fort hex, Union units with no other entrenchments have their Combat and Artillery values multiplied by 1.5 when defending. Units in fort hexes may continue to entrench normally until they are under a completed Fort marker (which should not be confused with a printed fort hex).

13.0 - County Control

During each County Control Phase, the Confederate player checks to see if he controls certain counties in Pennsylvania, Virginia and Maryland.

13.1 Control

A county is controlled by the Confederate player if its county control hex (indicated by a red star) is occupied by a Confederate unit (infantry or cavalry) with a manpower of two. This unit must be able to trace a continuous path of road, pike or RR hexes of unlimited length to any hex on the south SJW map edge. The path may not enter a Union-occupied hex, a Union ZOC (unless that ZOC is occupied by a Confederate unit) or an undestroyed Union fort hex. In addition, the county must be occupied by Confederate units with a total Manpower Value of 12 or more (the unit in the control hex may be added to the total). Aside from the unit in the control hex, Confederate units do not have to trace a path of hexes to the south map edge and they may be situated anywhere in the county.

13.2 Victory Points

For each County which the Confederate Player controls during the County Control Phase, the Confederate player will receive victory points per the Victory Point Section below and the Victory Points player aid.

During the first turn of control the player receives the left most value, during the second turn the player receives the middle value and during the third turn the player and thereafter receives the right most value. Victory points for county control are doubled once the Confederate player has been north of the Potomac for 30 turns.

13.3 County Control Hex Clarifications

Westminster is the county control hex for Carroll County. (Exception: If the RTG maps are not being used, New Windsor is the country control hex.)

Camden Yard is the County Control Hex of Baltimore County. Ignore the red star in Reisterstown.

13.4 Washington, DC

In order to gain points / victory for occupying Washington DC, it is not necessary to gain control per the above rules. All that is necessary is for the unit of the appropriate type to enter the hex.

14.0 - Supply

Each division sized infantry unit and brigade sized cavalry unit (collectively Unit Requiring Supply or “URS”) now has a separate victual supply as indicated on the OOB player aid. Initially, all URS may have a maximum of six victims. Increase this maximum by one (to seven) for all Union units when McClellan replaces Pope. All Confederate and Union URS are fully victualled at the start of the game and when they come on the board.

14.1 Confederate Levies phase

During this phase, the Confederate player may impose a “levy” on all town and city hexes in Pennsylvania and Maryland. Martinsburg and Harpers Ferry, Virginia may also be levied.

How Levies are Imposed

If a Confederate infantry unit with a Manpower Value of 5 and a zero fatigue occupies a town or city hex in Pennsylvania or Maryland or occupies Martinsburg or Harpers Ferry during the Confederate Levies Phase, the Confederate player may impose a levy on that town or city hex provided that an enemy unit of 3 manpower value or more is not adjacent to the hex. If a levy is imposed on a town or city hex, place a “levied” marker in that hex. Each town (or city hex) may only be levied once per game.

The Confederate player receives victuals for all levied towns as well as victory points for towns levied in Pennsylvania. Levied towns provide victuals as follows:

LEVIES	Victuals Normal Supply Rules	VPs
Annapolis	20	-
Baltimore (each hex)	40	-
Bladensburg	10	-
Canton	10	-
Carlisle	35	8
Chambersburg	30	6
Columbia	30	10
Ellicott Mills	10	-
Frederick	40	-
Gettysburg	15	4

Greencastle	10	2
Hagerstown	20	-
Hanover	10	4
Harrisburg	60	16
Harpers Ferry	10	
Laurel	10	-
Littlestown	10	2
Martinsburg	20	
Mechanicsburg	15	4
New Cumberland	10	2
Newville	10	2
Pikesville	10	-
Rockville	10	-
Sharpsburg	10	-
Shippensburg	10	4
Taneytown	10	-
Towsontown	10	-
Wash DC (each hex)	30	-
Waynesboro	10	2
Westminster	10	-
Williamsport	10	-
York	40	12

Victuals from levied towns may be distributed to any URS of a Passive player which is in the county where the levied town or hex is located or which can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to the levied town. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Union unit.

As with captured depots, keep track of how many victuals remain in the levied town on a separate piece of paper. Once levied, victuals may be captured and used by Union URS if they occupy the levied town. Either player may destroy levied victuals by performing a Burn RR station march in the town with a unit with a combat value of 2 or more (unlike depots no die roll is necessary).

14.2 Supply Status Phase

Determine whether each unit is in Resupply Range

Confederate Resupply Range:

- If, during the Supply Status Phase, a Confederate URS is situated in a county which currently contains a Confederate depot, the URS is within resupply range.
- If, during the supply Status Phase, a Confederate URS can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to a Confederate depot, the Unit is within resupply range. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Confederate unit.
- If, during the Supply Status Phase, a Confederate unit is situated in Orange, Spotsylvania or Caroline County the unit is in resupply range.

Union Resupply Range:

- If during the Supply Status Phase, a Union unit is situated in a county which currently contains a Union depot, the unit is within resupply range.
- If, during the supply Status Phase, a Union unit can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to a Union depot, the Unit is within resupply range. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Union unit.
- If during the Supply Status Phase, a Union unit is situated in a county which has at least one RR station without a Damage or Destroy marker, the unit is in resupply range if a continuous path of railroad hexes

can be traced from that RR station to any hex occupied by a Union depot. This path of railroad hexes may not enter a hex containing a RR station with a Damage or Destroy marker or cross a destroyed bridge. It may enter one or more hexes containing Confederate units or ZOC including the hex in which the path originates. However, the path may not enter a county that is controlled by the Confederate player.

iv) If during the Supply Status Phase, a Union unit is situated on the off map naval or railroad displays the unit is within resupply range.

Note: Neither player can utilize a depot for supply if the depot is occupied by an enemy unit

14.3 Potomac River & Shenandoah Valley Control Phase

Potomac River: In each Potomac River and Shenandoah Valley Control Phase, the Union player determines whether either Harpers Ferry or Martinsburg is occupied by Union brigades or divisions (not regiments) of three or more manpower - if so, the Union Player is considered to be in control of the Potomac River.

Shenandoah Valley: In each Potomac River Phase & Shenandoah Valley Control Phase, the Union player determines whether both of the following hexes are occupied by Union brigades or divisions (not regiments) of three or more manpower - if so, the Union Player is considered to be in Control of the Shenandoah Valley.

- Winchester (HCR W0330)
- Front Royal (SJW N0214)

Note that Shen and RR units may not cross the Shenandoah in order to occupy Front Royal.

14.4 Supply Expenditure Phase:

All URS expend one victual in the supply expenditure phase.

14.5 Forage / Resupply Phase

Resupply - During the forage / resupply phase any unit of a Passive player which is in resupply range (including units on the off-map railroad and naval charts) becomes fully resupplied with victuals. The unit does not add fatigue in order to receive such victuals. Units of an Operational player do not receive victuals.

Foraging – Units of a Passive player which are not in resupply range may forage by expending fatigues as follows:

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

Forage Values for the hexes in each county are set forth in the Player Aids.

Forage Value Reductions.

Reduce the forage value for the CSA player as follows:

- i) Reduce the CSA forage value for counties north of the Potomac River by one if the Union player controls the Potomac River (see 14.3 above).
- ii) Reduce the CSA forage value for counties north of the Potomac River by one if the Union player controls the Shenandoah Valley (see 14.3 above).
- iii) Reduce the CSA forage value for all counties by one on turn 25 and thereafter if the CSA has proposed a Rest & Refit Period.
- iv) Reduce the CSA forage value for all counties by one on turn 15 and thereafter if the CSA has not proposed a Rest & Refit Period.
- v) Reduce the CSA forage value for all counties by an additional one on turn 35 and thereafter if the CSA has proposed a Rest & Refit Period.
- vi) Reduce the CSA forage value for all counties by one on turn 25 and thereafter if the CSA has not proposed a Rest & Refit Period

Note: if the CSA proposes a Rest & Refit Period after CSA forage values have been decreased then return them to their values as if a Rest and Refit Period had been proposed. Example: Rest & Refit proposed on turn 17 - CSA forage values on turns 15 & 16 reduced by one; on turns 17-24 no reduction; on turn 25-34 reduced by one; on turn 35 and thereafter decreased by two.

- vii) (OPTIONAL) Reduce both the CSA and USA forage values for all counties by one in rain turns.
- viii) (OPTIONAL) The forage value of a county shall also be modified based upon a unit's location as follows:
 - +1 if unit is in or adjacent to a town or city hex (for a list of towns see levy value sheet)
 - -1 if unit is in a mountain, woods or swamp hex.
 - -1 if unit is stacked with an infantry division

Levies and Captured Depots – During the forage / resupply phase victuals from levied towns or captured depots may be distributed to any unit of a Passive player which is either within the county where the levied town or captured depot is located, or which can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to the levied town or captured depot. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Union unit.

DEPOTS	Victuals Normal Supply Rules	VPs
Alexandria	40	14
Manassas Junction	30	10
Camden Station	30	10
Harrisburg	30	10
Harpers Ferry	20	8
Aquia Creek	15	6
Winchester	15	6
Martinsburg	15	6
All other Union Depots	10	2
All Confederate Depots	10	2

14.6 Supply Effects Phase

In the Supply Effects phase, any unit which currently has no victuals becomes disorganized and if already disorganized and at a fatigue level of 3 or 4 the unit loses one MP. Place an out of supply marker on the unit until it again has victuals. **UNITS WHICH HAVE NO VICTUALS MAY NOT REORGANIZE.**

14.7 Railroad Repair Phase

Once during the RR Station Repair Phase of each turn the Union player may attempt to remove a damaged marker from one RR station provided that he has an infantry unit in or adjacent to the damaged station and no enemy unit is in or adjacent to the hex containing the damaged station. Destroyed markers may never be removed. The Union player rolls a die. On a roll of 1 or less, the Damage marker is removed; on a roll of 2 or more, the marker remains. Die roll modifiers: -1 Haupt unit is in or adjacent to the damaged station. If the Union player fails to remove a particular Damage marker, he may make other attempts to remove it in later RR Station Repair Phases. Damaged RR Stations affect RR movement and Union Supply.

14.8 Depots

Depot capture: A depot is captured the moment any unfriendly unit enters the hex it occupies.

Depot Destruction: Any units with a combat value of 2 or more may attempt to destroy a friendly or captured depot by performing a burn RR station action in the depot's hex. Roll a die, if the result is equal to or less than the combat value of the unit attempting to destroy the depot, it is destroyed. Any other result has no effect. Once destroyed, a Depot can no longer provide victuals or ammo to either side.

When attempting to destroy a depot, the active player may, but is not required, to damage or destroy (depending on the unit's size) any RR station thereunder (except for Frederick Junction see 15.3) regardless of whether he was successful in destroying the depot. Depots destroyed by friendly units still count for victory point purposes.

Depot Creation / Removal

A Confederate depot may be placed in Winchester in the Depot Creation / Removal phase of any turn if no Union infantry units occupy Frederick County and the Union Depot at Winchester has been destroyed or captured. A Confederate depot may be placed in Berryville if no Union infantry units occupy Clarke County, Warren County or Frederick County. The construction of these depots is optional. Once destroyed, these depots may not be replaced.

During each turn the Union is Passive, the Union Player may decide to do one of the following:

- Flip a completed Union Depot to its Build side.
- Remove a Union Depot on its Build Side.
- Place one Union Depot on its build side in an undamaged rail station connected by an uninterrupted rail line running to either Alexandria Station, Baltimore Station, Harrisburg, Camden Station or Mount Royal Station.
- Flip one Union Depot on its build side to its Completed Side, provided that it is in an undamaged rail station connected by an uninterrupted rail line running to either Alexandria Station, Baltimore Station, Harrisburg, Camden Station or Mount Royal Station.

In order to be uninterrupted, the path of railroad hexes may not enter a hex containing a RR station with a Damage or Destroy marker or cross a destroyed bridge. It may enter one or more hexes containing Confederate units or ZOC including the hex in which the path originates. However, the path may not enter a county that is controlled by the Confederate player.

Note that the depot in Harpers Ferry may not be dismantled or destroyed by the Union player.

Depots on their build side have no impact on play either for supply or victory point purposes.

Captured depot supply: Each CAPTURED depot may provide a number of victuals equal to three times the number of victory points awarded for its destruction. These victuals may be distributed to any unit of a Passive player which is either within the county where the depot is located, or which can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to the captured depot. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Union unit.

Keep track of how many victuals remain in each captured depot on a separate piece of paper. Each victual obtained from a captured depot will provide two victuals to brigade/regiment size units. Depletion of all victuals in a depot does not destroy the depot. Should the Union later recapture a depot, it is again fully stocked with its original victual allotment.

15.0 - Strategic Structures

15.1 C&O Infrastructure

Pursuant to Rule 17.2 of the Standardized Rules, the C&O Aqueduct is destroyed as if it were a permanent bridge. All other C&O infrastructure may be destroyed in the same manner as RR stations.

15.2 Frederick Junction Railroad Station

The Frederick Junction Railroad Station is destroyed as if it were a permanent bridge.

15.3 Pennsylvania and Maryland State Capitols

The Pennsylvania (Harrisburg) and Maryland (Annapolis) State Capitols are destroyed if an eligible unit performs a Burn RR station action in the hex (either destroyed or damaged). Doing so destroys both the Capitol and damages or destroys the RR station. Also, the Pennsylvania State Capitol (but not the Harrisburg RR station) may immediately be destroyed if Confederate units with a combined artillery strength of at least two and at zero fatigue occupy Fort Washington.

15.4 Permanent Bridges

Permanent Bridges may be destroyed pursuant to the Standardized Rules. Per such rules the following bridges may not be destroyed.

Chain Bridge	0537 HCR East
Aqueduct Bridge	0739 HCR East
Patterson Viaduct	2317 HCR East
Thomas Viaduct	2518 HCR East
Frederick Junction Bridge	2428 HCR West
Long Bridge	0941 HCR East
Hunting Creek Bridge	0845 HCR East

Destruction of bridges may earn the Confederate player victory points.

16.0 – Army Morale & the Emancipation Proclamation

16.1 Army Morale Modifiers

The Army of the Potomac / Virginia's and Army of Northern Virginia's demoralization level is equal to the sum of the following:

- The number of their corps which currently have a routed division or brigade including the CSA cavalry corps (consisting of all CSA cavalry)* (Ignore eliminated units for this calculation but see below)
- For the Union, the number of AoP/AoV infantry divisions which are currently at demoralization level 1.
- For the Union, the number of AoP/AoV infantry divisions which are currently at demoralization level 2 times two

- d) For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 1 **times two.**
- e) For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 2 **times four**
- f) For the Union, the total number of combat losses **in Army of the Potomac or Army of 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, 1/2 the number of out of supply divisions (rounded down)***
- j) Adjust morale if any friendly unit has been eliminated in the previous three turns (see below)
- k) **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) and g) above apply the following:

- Army of the Potomac/Virginia units include all infantry and cavalry units other than those designated as DC, Balt, RR, Shen, and PA.
- Upon the CSA proposing a Rest & Refit period reduce the impact of prior CSA losses on CSA Army Morale by one half rounded down (future losses count normally)
- Upon the USA accepting a Rest and Refit period reduce the impact of prior USA losses on USA Army Morale by one half rounded down (future losses count normally)
- Upon McClellan assuming command, reduce the impact of prior USA losses on USA Army Morale by one half rounded down (future losses count normally).
- If the morale impact of certain losses has already been halved then halve them again upon McClellan assuming command or the USA accepting a Rest and Refit period.
- The above loss impact reductions do not impact the value of such losses for VP purposes.
- Upon the occurrence of a Raw Recruits random event, 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 (for army demoralization purposes only – and not for victory point purposes) (ex. adding 5 increases Union morale casualties by 2).

*** Ignore if playing with the simplified supply rules. Instead refer to Army Victuals Track for impact

Eliminated Units:

Eliminated units are not considered to be demoralized for purposes of the above calculation. Instead apply the following

If a Union division is eliminated 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 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 or infantry) is eliminated 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 an Army of Virginia or Army of the Potomac brigade (cavalry or infantry) is eliminated 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.

16.2 Army Demoralization Levels and Effects

If an army's demoralization level is 8 or greater, and at least one unit of the Army's infantry divisions or cavalry brigades is demoralized (or has been eliminated in the last three turns), Army Disorder occurs immediately. From this point until the time at which the side's Army Demoralization is less than 8 the side subtracts one from all attack combat die rolls for all its units (whether or not part of the ANV or AoP/AoV).

If a side's Army demoralization level is 12 or greater, and at least one unit of the Army's infantry divisions or cavalry brigades is demoralized (or has been eliminated in the last three turns), Army Panic occurs immediately. From this point until the time at which the side's Army Demoralization is less than 11, the side subtracts one from all defensive die rolls for all units (whether or not part of the ANV or AoP). The occurrence of Union Army Panic may result in Pope's replacement by McClellan (see Section 17)

If the demoralization level is 16 or greater, and at least one unit of the Army's infantry divisions or cavalry brigades is demoralized (or has been eliminated in the last three turns), Flight occurs and the game ends immediately (unless playing with Optional Rule 20).

16.3 Emancipation Proclamation

The Union player may issue the Emancipation Proclamation if the following are all true during the Victory Check phase of any turn:

- 1) The CSA Demoralization level is 6 or greater
- 2) At least one CSA infantry division is demoralized
- 3) The USA Demoralization level is not greater than the CSA Demoralization level

Upon the Emancipation Proclamation becoming effective, subtract 20 victory points from the current total.

17.0 – Union Army Reorganization

17.1 Initiating Union Army Reorganization

The Union player may initiate Union Army Reorganization in any Leader Transfer Phase if either of the following conditions have been met:

- 1) The Confederate Player has proposed a Rest & Refit Period (whether or not rejected) and the CSA has completed its four passive turns, or
- 2) The date is Sept 2 or later.

The Union player must initiate Union Army Reorganization in the Leader Transfer Phase if a Union Panic has occurred and if either of the following conditions have been met:

- 1) The Confederate Player has proposed a Rest & Refit Period (whether or not rejected) and the CSA has completed its four passive turns or
- 2) The date is Sept 2 or later.

Important Note: The Union player may elect not to undergo reorganization so long as Union Panic has not occurred. However, be aware that he will be forced to do so if the Union's Army Demoralization level reaches Panic at a later date, which may not be at an advantageous time for the Union to reorganize.

Summary of Detriments and Benefits of Union of Reorganization

If the Union Player elects (or is forced) to reorganize, the Union will suffer from Command Paralysis for one or more turns as outlined below. In exchange, the Union player will receive the following benefits:

- The Union will no longer have an automatic +2 on the Demoralization track.
- Reduction in extended march die rolls modifiers.
- The Union will receive random event benefits including reduced Command Paralysis effects, elimination of McClellan Delays Reinforcements random event, and the addition of Three Cigars, Leader Casualties and Raw Recruits random events.
- The French division reinforcement will arrive.
- Shen, RR, Kan and Res units may be attached to Army of the Potomac units.
- The Union will add an additional supply box.
- Reynolds will be given command of the PA Militia.
- The 3rd Corps will receive an additional three manpower.

17.2 Reorganization

Take the following steps in the Leader Transfer Phase once Union Army Reorganization is initiated:

Turn of takeover:

- McClellan assumes command. Remove Pope and place McClellan with any Union Corps commander.
- If playing with the multiple commander rules, select a new overall commander.
- If playing with the multicommander rules, Union forces may be transferred between commanders without a fatigue penalty (this turn only)
- Place French in the U.S. Capitol.
- Subtract two from the Union demoralization level to reflect that Pope is no longer in command.
- Per the above, reduce the number of Union combat casualties by one half rounded down for morale purposes only (VPs for combat casualties are not affected).
- Impact of Union command paralysis* is reduced to -1 MPs for infantry & -2 MPs for cavalry
- Union command paralysis is in effect for all Union units except those in reorganized corps.
- Add one virtuals box for all Union units on the Union Supply, Losses and Status display (seven are now available).
- Halve the impact of Union casualties on morale
- Ignore the extended march die roll modifier for Army of Virginia units.
- The Union player at his discretion may select corps to attempt to reorganize. For each corps selected, add three fatigue to each unit in the corps and then roll a die to determine whether the corps has been reorganized per the Union Army Reorganization Rules (see below). The Union may roll for one corps before deciding whether to roll for additional corps.

On the 2nd turn following takeover and thereafter until all Union corps have been reorganized

- The Union player at his discretion may select corps to attempt to reorganize. For each corps selected, add three fatigue to each unit in the corps and roll a die to determine whether the corps has been reorganized per the Union Army Reorganization Rules (see below).
- Union command paralysis* (-1 infantry & -2 cavalry) shall be in effect for all Union units except those in reorganized corps.

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

Command Paralysis effects associated with Union Army reorganizations are cumulative with the effect of being Passive. Example: Passive, unreorganized Union infantry corps = minus 2 MPs to minimum of one

Command Paralysis effects associated with Union Army reorganization and a Union Command Paralysis random event are **not** cumulative.

17.3 Union Infantry Corps Reorganization

In order to determine whether a Union infantry corps has been reorganized, roll **one** die for each Union Corps leader selected by the Union player at the end of the leader transfer phase to determine if his corps has been reorganized. Modify this die roll by the following:

- +1 - If the Corps commander is in the same hex as McClellan (This modifier may only be utilized for 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 (3 total when combined with the impact of Disorder and Panic)

If the modified die roll is 6 or higher: all units in the corps are reorganized.

If the modified die roll is 5 or less: units in the corps are not reorganized.

On future turns, Corps which are reorganized remain so. Corps which are not reorganized roll again at the end of each leader transfer phase.

Upon each corps' reorganization, replace the corps' SJW II units and commanders with their Here Come the Rebels counterparts taking into account the following:

- (1) The I Corps (AoV) becomes the XI Corps (AoP). Replace Schenk with Stahel.
- (2) The II Corps (AoV) becomes the XII Corps (AoP). Replace II Corps units and leaders with their XII Corps counterparts. Replace Banks with Mansfield.
- (3) 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.
- (4) The IX (AoV) becomes the IX Corps (AoP). Replace Stevens with Wilcox A, Fairchild with Rodman, Harland with Cox and Ferraro with Sturgis
- (5) III Corps (AoP) – replace Kearney with Stoneman and Hooker with Sickles
- (6) V Corps (AoP) – replace Reynolds with Humphreys. Place the Reynolds corps leader counter (from RTG) with any Pennsylvania militia unit – assume that he now has a 0 tactical value and a 2 command value.

Once reorganized, corps and units suffer no further movement penalties or combat restrictions associated with reorganization.

Union Army reorganization is concluded when the last Union Corps has been reorganized. At the conclusion of Union Reorganization, all other Army of Virginia units (i.e. Res, Kan and AoV Cavalry) remaining on the map are now considered to belong to the Army of the Potomac. They no longer suffer from Command Paralysis and no longer suffer the additional extended march penalty associated with being part of the Army of Virginia.

All Union cavalry as well as PA, Shen, RR, DC and Balt units continue to add two to their extended march die rolls.

(NOTE: Units on their disorganized sides are not flipped to their organized side when a Corps is reorganized. Army Reorganization and Organization/Disorganization are two separate concepts.)

17.4 - Union Garrison and Cavalry Units

Garrison Units which are not part of the Army of the Potomac or Army of Virginia (RR, DC, Balt & Shen., PA) as well as Union cavalry suffer Command Paralysis* during Union Army Reorganization (see above).

Also all such units continue to add two to their extended march die rolls after Union Army Reorganization.

18.0 - Strategic and Remote Movement

18.1 Strategic Movement

When, during the Long Distance Movement portion of the Action Phase, a player declares a "march" or "activate leader" action, he may declare that the action will use "strategic movement" as long as:

- a) The moving unit is an infantry unit, it is and remains more than eight hexes from an enemy infantry unit and more than four hexes from an enemy cavalry unit (see exception of CSA units during CSA Rest & Refit Period)
- b) The moving unit is a cavalry unit, it is and remains more than eight hexes from any enemy unit.

The path tracing the distance to an enemy unit must not cross impassable terrain nor pass through a friendly unit.

If strategic movement is declared, the active player follows this procedure:

1. **Fatigue:** He declares how many Fatigue Levels he wishes his unit to expend. It must expend a minimum of 2 and a maximum of 4 levels. The number of levels expended is added to the unit's current Fatigue Level and the unit gains a new Fatigue marker. The number of levels expended by a player may not bring a unit to a Fatigue Level greater than four.
2. **Movement Allowance:** The player determines the unit's movement allowance according to the following table. Its allowance is not enhanced if it is participating in a leader activation.

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) [16]

(#) If Passive or Suffering Command Paralysis

[#] If Passive and Suffering Command Paralysis

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 Affiliation)

[#] If Passive and suffering Command Paralysis (regardless of Army Affiliation)

3. 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.

18.2 Remote Movement

Unless the opposing player objects, a player may move any unit more than 8 hexes from an enemy unit without having the initiative. Such units may use regular, strategic, naval or railroad movement in either the regular or distance movement sections of the action phase. If using the optional time allocation rules, if permission is denied, then the player may move this unit at the end of the action cycle whether or not his side has additional time remaining (*Player's Note: Players are encouraged to make frequent use of this rule in order to speed play.*)

IV) OPTIONAL RULES

19.0 - Limited Intelligence (neutral)

Utilize the Limited Intelligence rules from the Standardized Rules.

20 - No Immediate Victory for Union Flight

Disregard the automatic CSA Victory upon Union Flight and instead use the following rules:

1. The CSA receives an additional 15 VPs for achieving Union Flight
2. Add one to Union Army Reorganization rolls if Union Flight has occurred
3. Add 10 to the DC Garrison Requirements if Union Flight has occurred
4. If the Union Army is in Flight, an additional -1 die roll modifier (-2 total) applies to all Union attack die rolls.

21.0 Multiple Commanders (neutral)

21.1 Commands and Communications Centers

At the start of the game, the players from each side should select a Commanding Player.

Also one player shall be appointed to act as that side's quartermaster general. His responsibilities shall include:

- Tracking supplies and casualties for friendly units
- Deciding which depots to place and which to dismantle
- Moving the Haupt Railroad construction unit (Union only)
- Rolling for Union Railroad repair (Union only)
- Determining which units to forage for and then doing so.
- Deciding to levy a town (Confederate only)
- Distributing victuals from captured depots and levied towns
- Tracking Potomac River and Shenandoah Valley Control
- Determining, with the Overall commander, whether to go Passive or Operational

Union Commands: The Union Commanding player assigns Union corps to commanders. Such forces may be divided in any manner in which he sees fit as long as all subordinate commanders command at least as many corps as the Commanding Player.

For purposes of his rule, treat the following as separate "corps":

- 1) All Union Cavalry (except the 12 IL and 8 NY)
- 2) All RR, Shen, Balt and PA designated units as well as the 12 IL and 8 NY cavalry).
- 3) All DC designated units, and all Res. & Kan. designated units
- 4) Union Quartermaster General

Union Unit Transfer:

With the exception of the following, Union corps and units may not be transferred between commanders during the game.

- 1) The new Union Commanding Player overall may change control of corps when McClellan Assumes Command (subject to the parameters set forth above).
- 2) Players must change control of units in corps commanded by the Commanding Player if such units are greater than eight hexes from the Commanding Player's communication center during the leader transfer phase. In such instances control of such unit is assumed by the subordinate commander whose communication center is closest to such unit. Control of such units return to the control of the Commanding Player if they are within eight hexes of the Commanding Player in any subsequent leader transfer phase.

Union Communications Centers

After the Union's forces are divided, each Union player, including the Commanding Player, shall designate an individual corps leader **counter** to be his communications center. If none of his forces have a leader counter, his communications center shall be the White House. This communications center shall act as the player's communication center and cannot be changed except when McClellan Assumes Command Note: Although the Commanding Player shall assume the role of Pope or McClellan, for purposes of communications, his communications center shall remain the corps leader he has designated to be so. This allows the Army Leader counter to be transferred for purposes of assaults without allowing players to "game" the historical communications rules by keeping the Army Leader counter with another commander's units.

Confederate Commands and Communication Centers.

If playing with two Confederate Commanders divide its forces as follows:

Commanding Player: Longstreet (Longstreet leader counter acting as his communications center), Quartermaster General
Subordinate Player: All other units (Jackson leader counter acting as his communications center)

If playing with three Confederate Commanders divide its forces as follows:

Commanding Player: Longstreet (Longstreet leader counter acting as his communications center)
Subordinate Player #1: Jackson (Jackson leader counter acting as his communications center)
Subordinate Player #2: Cavalry (Stuart leader counter acting as his communications center), Quartermaster General & Funk

If playing with four Confederate Commander divide its forces as follows:

Commanding Player: Quartermaster General and Funk with the Lee counter acting as his communications center)
Subordinate Player #1: Jackson (Jackson leader counter acting as his communications center)
Subordinate Player #2: Cavalry (Stuart leader counter acting as his communications center)
Subordinate Player #3: Longstreet (Longstreet leader counter acting as his communications center)

Note: Although the overall commander shall assume the role of Robert E. Lee, his communications center shall be as set forth above. This allows the Lee counter to be transferred for purposes of assaults and grand assaults without allowing players to “game” the historical communications rules by keeping Lee stacked with an other commander’s units.

Confederate Unit Transfers

With the following exception the control of Confederate corps and units may not be changed during the game. Players must change control of **units** in corps commanded by the Confederate Commanding Player if such units are greater than eight hexes from the overall commander’s communication center during the leader transfer phase. In such instances control of such unit is assumed by the subordinate commander whose communication center is closest to such unit. Control of such units return to the control of the overall commander if they are within eight hexes of the overall commander’s communications center in any subsequent leader transfer phase.

21.2 - Initiative

Upon gaining the initiative, a Commanding Player must either pass, use the initiative, or defer it to a Subordinate Player. If deferred to, the Subordinate must either use the initiative or defer back to the Commanding Player. If the Subordinate defers, then the Commanding Player must then either defer to a different subordinate player, activate a unit, or pass.

21.3 Grand Assaults

If a side’s corps leader successfully conducts an assault, the overall commander may attempt a grand assault if eligible. If successful, the overall commander shall then select which additional units to be brought into the battle.

21.4 Communications

Option 1: Historic – Commanders may only communicate with one another during the Communications phase which is limited to 10 minutes. (Each side receives five minutes of solitary access to the game board).

Verbal – Overall Commanders and Corps Commanders may communicate verbally and in private with one another during the Communications phase only if:

- 1) Their side is Passive on the turn, or

2) If both communications centers are within eight hexes of one another regardless of terrain or the presence of enemy units, or

3) For the Union, if both communication centers are within 5 hexes of rail lines which are connected with one another via rail line or the Telegraph Road (treat the rail lines within Baltimore as being connected). The presence of destroyed or damaged RR stations or an enemy unit on such rail line prohibits such verbal communications. (Historical Note: this represents the Union's extensive use of telegraphic communications.)(*See note below).

Written – Unless verbal communication is allowed per the foregoing, all communications must be written. Each overall commander may provide one written communication to each other subordinate commander and vice versa during each communication phase. For written communications, the sending player rolls a die to see if the message is delivered as follows:

1 – Destroyed.

2 – Delivered if distance between communications centers is less than 20 hexes – otherwise destroyed.

3 – Delivered if distance between communications centers is less than 20 hexes – otherwise delivered on the next day.

4 – 6 – Delivered if distance between communications centers is less than 30 hexes – Otherwise delivered on the next day.

For purposes of determining the length of Union Communications do not count any hexes travelled over a connecting RR line or the Telegraph Road (see verbal rules above)

All written communications must already be written before receiving and reading communications from other commanders. Once all commanders have their messages drafted, they will roll to determine their availability and deliver (or not deliver) as indicated.

If an enemy intelligence event occurs, the losing Commanding Player will provide the winning Commanding Player with all of its side's written communications from the prior turn as well as written communications scheduled to be delivered on the current turn. The later communications may be read and are not delivered to the intended recipient. Communications from the upcoming communication phase are not impacted.

Option 2: Friendly / Learning – Commanders may communicate with one another privately during the communications phase for a maximum of 10 minutes regardless of the distance between commanders. In such instances, each side should be left alone with the game board for five minutes to discuss strategy. Players may also communicate verbally with one another during other points of the turn providing that they do not delay play.

Option 3: Hybrid – All players may communicate verbally and privately with one another during the communications phase for a maximum of 10 minutes regardless of distance (Each side receives five minutes solitary access to the game board). Players may not communicate during the action cycle.

Option 4: Written in Turn Communications (may be used in conjunction with either Option 1 or 3 above). The Overall Commander and Subordinate Commanders may pass notes during the action phase but only when their side does not have the initiative and only if a unit or leader of the Subordinate Commander is within five hexes of the Overall Commander. In such instances, communications may only concern the unit or leader (and his troops) of the Subordinated Commander within such five hex radius.

22.0 - Time Limitation (neutral) (Recommended)

Designer Note: The Long Roads to Antietam is admittedly a long game to play. These time limitation rules are designed to speed play and to eliminate downtime especially in multiplayer games. Play testing with this rule has elicited positive reactions from players who have found that it not only speeds play but also adds excitement to the game as players must think quickly under pressure – an important trait of any successful general of this era. The time allotments provided below are recommendations which can be modified based upon player experience and preferences:

22.1 Action Cycles

The length of the action cycle (normal and distance movement combined) shall be limited for each player as follows.

22.2 Recommended Time Allocation

Players should utilize chess clocks (several are available for free as smart phone apps). In the Time Allocation Phase of each turn, each player determines their time allowance for the turn as follows:

At the beginning of the game (or thereafter if a player should change), determine and record each side's base turn time to be as follows (using a player's best estimate of their experience level).

- 20 minutes (players with less experience may wish to add to this time)
- minus 3 times the number of players on the side (Ex. 3 CSA players = minus 9 minutes)
- minus 3 minutes for being Passive
-

Each turn during the Time Allocation phase add or subtract from this base turn time to determine that turn's time allowance as follows:

- For Union: + 2 minutes for each friendly infantry corps leader which is within 8 hexes of a hex containing an enemy unit.
- For Confederate: + 3 minutes for each friendly infantry corps leader which is within 8 hexes of a hex containing an enemy unit.

22.3 Usage of Time

Upon the resolution of the initiative, the winning player starts his clock. A player's clock is stopped, and the opposing player's clock is started when either:

- 1) the active player rolls the following initiative, which is won by the opposing player, or
- 2) the player who has won the initiative passes.

The active player's clocks should be paused as soon as:

- 1) an attack is declared (note: once an attack is declared it cannot be rescinded) or
- 2) a rules question is posed, or
- 3) an opponent is asked whether they would like to perform a cavalry retreat
- 4) a request is made to reveal the identity of an enemy unit under the optional limited intelligence rules.

The active player's clock is restarted as soon as the battle is completely resolved; the rules question has been answered, the cavalry retreat has been declined or fully conducted; or the previously hidden enemy unit has been placed on the board.

22.4 Effect of having no time remaining.

If a player has no time remaining, he may no longer perform activations. However, the player may continue to move remote units which he has been denied permission to move by the opposing player (see 17.2) (*Note: It is highly recommended that players leave some time remaining on their clocks (or time chits available) in order to ensure that they can respond to enemy actions at the end of a turn.*)

22.5 Time Chits

At any time during his turn, an Operational player may expend a time chit in order to add three minutes to his time clock. Players begin the game with four time chits and receive one time chit during any turn in which they choose to be Passive up to a maximum of eight chits. Available time chits shall be placed in each player's Time & Status display.

Player Note: Be sure to make use of the Remote Movement rule (see 18.2 above) if using time clocks.

23.0 - Confederate Objectives

23.1 Establishing Confederate Objectives

At the start of the game and during the Communications Phase of any turn thereafter in which the Confederate player is Passive, the Confederate Player may purchase, for a cost of 10 VPs each, one or more Confederate Objectives from the following list:

- Suppress the Miscreant Pope – Cause Union Army disorder
- Crush the Miscreant Pope - Cause Union Army panic
- Wreck the Orange & Alexandria RR - destroy 10 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 five 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).
 - HCR W 1904 – Conococheague Creek Aqueduct
 - HCR W 2010 – Dam #4
 - HCR W 2515 – Antietam Creek Aqueduct
 - HCR W 3421 – Catoctin Creek Aqueduct
 - HCR W 3933 – Broad Run Truck Aqueduct
 - **HCR W 4126 – C&O (Monocacy) Aqueduct (Counts double)**
 - SJW N 4804 – Seneca Creek Aqueduct & Lock 24
 - 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 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 three RR stations on the Washington Branch RR

All elements of the above objectives must be achieved after selection of the objective. Example, if two stations on the B&O have been destroyed prior to that objective being selected, then a total of ten bridges and stations would need to be destroyed. County control is judged at the end of a turn so a player may select a county control objective and gain credit for such county control on the same turn.

The Confederate player shall announce the achievement of any objectives immediately upon doing so.

23.2 Recording and Revealing Objectives

The Confederate Player secretly writes each of the objectives he has chosen on a separate slip of paper, folds the same and provides them to the Union player. During the communication phase of each turn, the Union player secretly rolls two dice. If the result is 12, the Union player may secretly read one objective.

Modify the two dice roll as follows:

- +1 if Lee is north of the Potomac

- +1 if there is a Union cavalry within 5 hexes of the Lee counter (the hex may not traverse impassable terrain or run through a hex containing a Confederate unit)
- +3 if the Union is benefitting from an Enemy Intelligence random event.

22.3 Victory Points Impact

If playing with this optional rule, the Confederate player's victory point total shall be reduced by 40VPs if playing FROM THE RAPIDAN TO THE ANTIETAM and reduced by 60 if playing LEE STRIKES NORTH. In addition, for each objective the Confederate player selects at the start of play and thereafter, an additional 10 VP's shall be deducted. Each objective the Confederate player successfully accomplishes shall be worth 35 VP's.

23.4 Selecting New Objectives

The Confederate player may select / purchase one or more new objectives during the communication phase of any turn in which he is passive.

24.0 – Augmented Supply

The Supply rules above have been simplified in order to speed play. For those wishing to make the supply rules more realistic, one can implement some or all of the following changes:

- 1) Keep track of supply for all units including infantry brigades and infantry and cavalry regiments. In such instances, treat brigades and regiments as requiring one victual from captured depots or levies for every two victuals on their supply tracks.
- 2) Rather than using counties to determine a unit's supply status, supply status (other than for the Confederate in Spotsylvania, Caroline and Orange counties) shall be solely determined by a unit's distance from a friendly depot or railway station connecting to a Union depot as follows:
 - Depot – 14 hexes
 - RR station – 8 hexes
- 3) The forage value of a county shall also be modified based upon a unit's location as follows:
 - +1 if unit is in or adjacent to a town (for a list of towns see levy value sheet)
 - 1 if unit is in a mountain, woods or swamp hex.
 - 1 if unit is stacked with an infantry division
- 4) Divide the total forage value reduction / gain (rounded up) by two if the units have chosen to remove only one or two fatigues.

25.0 - Simplified Supply

At start, each side has a single supply track with 8 boxes (-1 to +6) located on each side's status display. Increase the size of the Union track by one box to the right (+7) upon McClellan assuming command. Players no longer track individual units to determine if they are in supply but now track supply for the entire side on one display. Substitute rules 14.4 through 14.6 with the following

25.1 Supply Expenditure (replaces 14.4)

– In the Supply Expenditure Phase reduce each side's victuals by one.

25.2 Forage / Resupply (replaces 14.5)

As with the normal supply rules, a side may only gain victuals if it is passive. If a side is passive, take the following steps to gain supply:

In the Forage / Resupply Phase, passive players determine how many of a side's division-sized units are out of resupply range then add victuals to that side's supply track as follows (See 14.2 for resupply range definition):

USA Divisions out of Resupply Range	CSA Divisions out of 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

Captured Depot and Levy Supply

In addition to the methods for placing a unit in Resupply Range set forth in 14.2, the Confederate Player may also place a unit in resupply range by expending victuals from captured depots and levies in the county in which they are located. For each Confederate division that the Confederate player chooses to put in resupply range via victuals from a captured depot or levied town, reduce the victuals in such depot or town by one. Note that units in a county with captured depots or levied towns which are fully depleted as the result of other units being considered in resupply range, may not be considered to be in resupply range.

DEPOTS	Victuals Simplified Supply Rules
Alexandria	14
Aquia Creek Station	5
Camden Station	14
Harrisburg	12
Harpers Ferry	4
Manassas Junction	7
Martinsburg	4
Winchester	4
All other Union Depots	3
All Confederate Depots	NA

LEVIES	Victuals Simplified Supply Rules
PENNSYLVANIA	
Carlisle	7
Chambersburg	6
Columbia	6
Gettysburg	3
Greencastle	2
Hagerstown	4
Hanover	2
Harrisburg	12
Littlestown	2
Mechanicsburg	3
New Cumberland	2
Newville	2
Shippensburg	3
Taneytown	2
Waynesboro	2
York	8

MARYLAND	
Annapolis	4
Baltimore Each Hex	8
Bladensburg	2
Canton	2
Ellicott Mills	2
Frederick	8
Hagerstown	4
Laurel	2
Pikesville	2
Rockville	2
Sharpsburg	2
Taneytown	2
Towsontown	2
Westminster	2
Williamsport	2
VIRGINIA	
Martinsburg	4
Harpers Ferry	2
DC	
Each Hex	6

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 victuals 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 the CSA on turns 25-34 (turns 15 -24 if Confederate has not proposed a Rest and Refit).
- -2 for the CSA on turns 35 and thereafter (turns 25 and thereafter if Confederate has not proposed a Rest and Refit.)
- -1 for the CSA if the Union controls the Shenandoah Valley (see 14.3) and a Confederate Infantry Leader is north of the Potomac River.
- -1 for the CSA if the Union controls the Potomac River (see 14.3) and a Confederate Infantry Leader is north of the Potomac.
- -1 for the Union if a majority of USA division sized units are in Virginia.
- +1 for the Union if a majority of USA division sized units are in Pennsylvania.

Negative Supply Values

When a side receives victuals from any source, it first places its supply status marker in the zero box and then adds victuals from there (Ex. if a side'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).

25.3 Supply Effects (replaces 14.6)

During the Supply Effects phase increase each side's demoralization level by the amount listed below based on its current supply level. Next apply the following disorganization and manpower effects to each unit of a side based upon its side's current supply level.

Supply Level	Army Morale Impact	Disorganization Impact	Manpower Loss
6&7	-	-	-
5	-	-	-
4	-	-	-
3	-	-	-
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.

** 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.

26.0 - Pennsylvania Add on Map Rules (In Playtest)

Players electing not to play with the Roads to Gettysburg maps may utilize the Pennsylvania add on map and the following rules:

26.1 Movement

Units may only move along the blue lines of the map from box to box.

Infantry units may move off the north edge of the map and into a Pennsylvania off map box expending two fatigues to do so. Cavalry units expend one fatigue.

Infantry units on the Pennsylvania map may move one box per initiative utilizing two fatigues instead of one. Cavalry units expend one fatigue Remote movement is allowed for units at least three boxes from an enemy unit.

Infantry units in a Pennsylvania box may expend two fatigues and be placed on the northernmost row of hexes of the HCR maps. Cavalry units expend one fatigue.

Units may not move out of a box containing enemy units containing at least one half of the total manpower of friendly units in the box.

Extended march rules are the same with the exception that a unit going from two to four fatigues (and one to three when exhausted) must roll twice in a row for disorganization applying all applicable die roll modifiers for each roll.

26.2 Entry / Exit Hexes:

Greencastle Box - HCRW 0901 to HCRW3901

Gettysburg Box - HCRW 4001 to HCRE 1701
Loganville Box HCRE 1801 to HCRE 3901

26.3 Combat

Either side may, but are not required to initiate combat in a box. In such instance, the side choosing to have combat is considered the attacker.

A unit may initiate a march combat with any friendly unit in the box. In such case, he attacks all enemy units within the box. The unit expends 1 fatigue to launch a hasty attack, two fatigues to launch a normal attack and three fatigues to launch a prepared attack.

Leaders in the box may attempt to initiate a corps assault with all eligible units in the box adding one fatigue to each unit participating. If successful a number of units of the leader's corps shall participate in the assault against all enemy units in the box equal to the number of units which would have participated in an on-map corps assault.

If an Army leader is present in the box, he may attempt a grand assault after a successful corps assault. If successful, that player may include all friendly units in the box in an attack against all enemy units in the box.

Ignore flanking die roll modifiers in off map boxes. Utilize artillery (all terrain is rolling except for the Cashtown box which is a mountain and Mount Holly which is a hill). Defending units gain the following benefits in specific boxes:

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

Retreat Priority - retreat each retreating unit individually.

- 1) Union units retreat to any adjacent box which is not occupied by enemy units and which is closer to Harrisburg or York (retreating unit's choice).
- 2) Union units retreat to an adjacent box which is occupied by both friendly and enemy units and which is closer to Harrisburg or York (retreating player's choice). If the total number of enemy manpower in the box exceeds the total of Union manpower in the box (including the unit which just retreated there) reduce the retreating unit's manpower by one.
- 3) Union units retreat to an adjacent box containing only enemy units (retreating player's choice). If the total number of enemy manpower in the box exceeds the total of Union manpower in the box (including the unit which just retreated there) reduce the retreating unit's manpower by one.
- 4) Confederate units retreat to any adjacent box which is not occupied by enemy units and which is closer to Greencastle, Gettysburg or Loganville (retreating unit's choice).
- 5) Confederate units retreat to an adjacent box which is occupied by both friendly and enemy units and which is closer to Greencastle, Gettysburg or Loganville (retreating player's choice). If the total number of enemy manpower in the box exceeds the total of Confederate manpower in the box (including the unit which just retreated there) reduce the retreating unit's manpower by one.
- 6) Confederate units retreat to an adjacent box containing only enemy units and which is closer to Greencastle, Gettysburg or Loganville (retreating player's choice). * If the total number of enemy manpower in the box exceeds the total of Confederate manpower in the box (including the unit which just retreated there) reduce the retreating unit's manpower by one.

* Exception: Confederate units in Greencastle, Gettysburg or Loganville must retreat to a hex on the northern edge of the Hear Come the Rebels map.

26.4 Entrenchment

No entrenchment is allowed on the PA Map except for Union units in Mechanicsburg

26.5 - Supply

Units expend one victual per turn. Union units are always considered to be in resupply range. Utilize the normal foraging table (the county for each box is printed at the bottom of each box. Confederate units may draw supply from levies per normal rules

26.6 Levies and Victory Points

Units of 5 or more at fatigue level 0 in a box where no Union units are present may levy. The number of victory points earned from levying is indicated on the off map display. The number of victuals gained is equal to the number of VPs gained. No other VPs are awarded in Pennsylvania (county control, destruction of strategic structures, cutting rail lines, etc).

27 Confederate Detachments (Pro-Confederate)

During the Antietam campaign several of Lee's division commanders operated with great autonomy, dividing their commands into separate brigades that were used for various purposes. To afford the same flexibility in the Long Roads to Antietam game, players have the option of adopting the Confederate Division Leader rule originally set forth in Stonewall's Last Battle II. Although theoretically, any Confederate division leader could and did act independently, for simplicity of play, the following special detachment and attachment rules will only apply to two Confederate divisions: Anderson and A.P. Hill.

27.1 Additional Counters

When detaching substitutes from the division size unit of these two commands, the Confederate player can select any unused brigade size counter from the appropriate division as a special substitute counter. These substitutes are in addition to the five infantry substitutes already granted to the Confederate player. The brigades for each of these two divisions are listed below:

- a. **Anderson:** Armistead, Featherston, Mahone, Pryor, Wilcox, Wright
- b. **A.P.Hill:** Archer, Branch, Field, Gregg, Pender

27.2 Detaching

When detaching the above units, the Confederate may utilize one, some, or all of the brigades available for each division. For these units, the Confederate player may choose to create the detachment as part of a march action or may replace the division counter with its associated brigades and division leader counter as part of the Attachment / Detachment phase of each turn.

27.3 Use of Division Leader Counter

If a substitute is detached from one of these two division size units and brings the Manpower Value of the division sized unit to 8 or less the division must be replaced with a brigade size unit and the appropriate division leader counter. Conversely, if two or more brigades from a single division whose combined Manpower Value is 9 or greater are present in the same hex during the Attachment Phase, they may combine into the division size unit. In this case the division leader is immediately removed from the map regardless of its location.

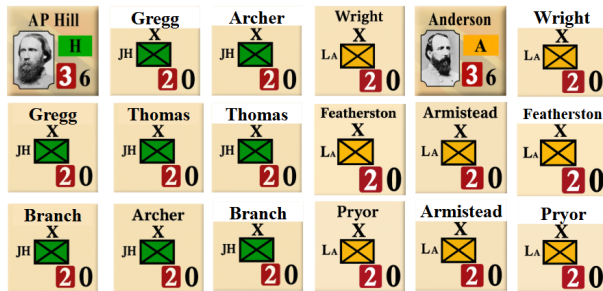
27.4 Artillery

Unlike other substitutes, these special substitutes may possess Artillery Values of more than one. If units with Artillery Values greater than zero are utilized, make note that the division unit's artillery value has been reduced by a corresponding amount on the Confederate Supply and Losses player aid.

27.5 Supply

CSA brigade substitute units are also Units Requiring Supply if that substitute's division level commander is on the board (e.g., Anderson or A.P. Hill). Begin tracking victuals when the leader appears on the board, the number of victuals remaining for each substitute is equal to the current victual level for Anderson's and A.P. Hill's division unit. If a unit's division leader is removed from the board, stop tracking victuals for that unit. Follow the above procedure if the division leader subsequently returns to the board.

27.6 Confederate Detachment Units



V) VICTORY POINTS

The victory points provided below for the Combined Game are an attempt to reflect the historical situation faced by Robert E. Lee. In the early campaigning in Virginia, one will note that there are few victory points to be gained besides those achieved through the destruction and panic of the Union army. However, once the Union Army of Virginia has been forced to withdraw, the way is open for the occupation of Maryland and Pennsylvania and the collection of a great number of victory points.

Thus, as was true historically, the Southern player's first objective is generally to defeat the Army of Virginia (although an immediate northern invasion is also a strategic option). Once this has been accomplished and the Union Army is disorganized, the Confederate player may select its objectives for its drive into Maryland and move on them while the Union army is in the process of reorganizing.

The Confederate and Union Players gain victory points as follows. (See the Victory Point Player aid for a graphic depiction of the following.)

1) CONFEDERATE COUNTY CONTROL (2 MP in control hex if able to trace a path via RR, road or pike to south edge and 12 MP in county - see Rule 11.) Players receive the first value on the first turn of control, the second value on the second turn of control and the third value for each turn thereafter. Double the victory points received for counties controlled 30 days or more after 1st CSA infantry crossed the Potomac.

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

10/5/3 Fairfax County
4/2/1 Loudoun County

Pennsylvania: (Only if playing with RTG maps)

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

2) DEPOT DESTRUCTION (including depots destroyed by friendly units but not depots removed by the Union See Rule 13.8)

+14 Alexandria
+10 Camden Station, Harrisburg, Manassas Junction
+8 Harpers Ferry
+6 Winchester, Aquia Creek
+2 all other Union depots
-2 All Confederate depots

3) RAILROAD STATION DESTRUCTION

Virginia:

+7 1st destroyed RR station anywhere on the line between Alexandria & Rappahannock Station inclusive
+3 2nd destroyed RR station anywhere on the line between Alexandria & Rappahannock Station inclusive.
+5 1st destroyed RR station anywhere on the line between Alexandria & Front Royal inclusive.
+2 1st destroyed RR station anywhere on the line between Alexandria & Leesburg inclusive.
+3 Aquia Creek station or Alexandria station
+1 For each other RR station destroyed in Virginia which is north of hex row xx15 S SJW (except stations which have otherwise contributed to the award of victory points)

Maryland:

+25 If there is a destroyed RR station on the line between Baltimore Depot (DC) & Camden Station, Baltimore.
+10 If there is a destroyed RR station on the line between Baltimore Depot (DC) & Annapolis and on the line between Baltimore Depot (DC) and Camden Station (Baltimore) (Note: destroying stations from Annapolis Junction to Baltimore Depot count for both).
+5 Each additional station destroyed on the line between DC & Baltimore or DC and Annapolis.
+10 1st destroyed station on the line between Mt. Royal Depot and Harrisburg
+10 1st destroyed station on the line between Camden Station & east map edge:
+15 1st destroyed station on the Baltimore & Ohio Railroad (excluding Frederick spur & W&P RR)
+5 2nd destroyed station on the Baltimore & Ohio Railroad (excluding Frederick spur & W&P RR)
+5 3rd destroyed station on the Baltimore & Ohio Railroad (excluding Frederick spur & W&P RR)
+15 Bonus if three stations on the B&O are destroyed AND the Marysville Bridge is destroyed.
+5 Destruction of Frederick Junction Station, or Camden Station
+1 Destruction of each other station in Maryland (except stations which have otherwise contributed to the award of victory points)

Pennsylvania: (only if playing with RTG maps)

+3 Destruction of Camp Curtin
+3 Destruction of Harrisburg station:
+1 Destruction of all other stations in Pennsylvania (except stations which have otherwise contributed to the award of victory points)

Note: With the exception of "Other stations", RR victory points are cumulative. Thus, if the only station which the Confederates destroy is the one in Alexandria, the South would receive 20 victory points: 10 for

cutting the rail line between the Rappahannock and Alexandria, 5 for cutting the rail line between Front Royal and Alexandria, 2 for cutting the rail line between Leesburg and Alexandria and 3 for destroying Alexandria station. On the other hand, if the Confederate only player destroys Manassas Station the South would receive 7 for cutting the RR to Rappahannock and 5 for cutting the RR to Front Royal but not an additional point for the destruction of "Other Stations in Virginia north hexes xx15

4) DESTRUCTION OF STRATEGIC STRUCTURES

- +5 for the destruction of the C&O (Monocacy) aqueduct.
 - +2 each for destruction of other C&O infrastructure
 - 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 Truck Aqueduct
 - o SJW N 4804 – Seneca Creek Aqueduct & Lock 24
 - o SJW N 5510 – Great Falls Locks 15-20
 - +10 for the destruction of the bridge at Marysville (N 4603 RTG)
 - +15 Bonus if three stations on the B&O are destroyed AND the Marysville Bridge is destroyed.
 - +5 for the destruction of the bridge at Wrightsville (use only with Pa add-on map optional rule)
 - +7 for the destruction of the Pennsylvania State Capitol (Harrisburg hex N4909 RTG)
 - +5 for the destruction of the Maryland State Capitol (Annapolis hex E3902 HCR)
 - +5 for the destruction of the bridge at Harpers Ferry
 - +3 for the destruction of all other permanent bridges across major rivers (except the Front Royal bridge)
- Note that per the standardized rules the three bridges across the Potomac near Washington DC and the railroad bridge Frederick Junction may not be destroyed
- +0 for the destruction of all other bridges across minor rivers

5) LEVIES (see alternative values if playing with Pennsylvania add on map and not RTG maps)

- +8 Carlisle
- +6 Chambersburg
- +10 Columbia (use only with Pa. add-on map)
- +4 Gettysburg
- +2 Greencastle
- +4 Hanover
- +16 Harrisburg
- +2 Littlestown
- +4 Mechanicsburg
- +2 New Cumberland
- +2 Newville
- +4 Shippensburg
- +2 Waynesboro
- +12 York

6) MANPOWER LOSS

- +2 for each Union MP lost in combat, retreat, cavalry retreat or surrender
- 3 for each Confederate MP lost in combat, retreat or cavalry retreat

7) ARMY MORALE / EMANCIPATION PROCLAMATION:

- +15 if Union Army Disorder has occurred at any time during the game
- +15 if Union Army Panic has occurred at any time during the game
- +15 if Union Army Flight has occurred at any time during the game (only if playing with optional rule 20)
- 15 if Confederate Army Disorder has occurred at any time during the game
- 15 if Confederate Army Panic has occurred at any time during the game
- 20 if the Emancipation Proclamation has been issued

Note: Awards are cumulative.

8) WASHINGTON DC / HARPERS FERRY / BALTIMORE

+2 each turn Union fails to maintain 5 MP garrison in or around Harpers Ferry (see 3.3)
+2 each turn Union fails to maintain 5 MP garrison in or around Baltimore (see 3.4)
+1 each turn for each 5 missing required DC or HF garrison MPs (rounded up) (see 3.2)
5 for each destroyed fort in and around Washington and Alexandria
25 if a CSA cavalry unit occupies any city hex in Washington, DC
50 if a CSA infantry 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
Automatic decisive victory if a CSA infantry unit occupies the White House or Capitol

9) CONFEDERATE OBJECTIVES (If playing with CSA Objectives Optional Rule)

-40 / -60 At start of game
-10 for each objective selected
+35 for each objective achieved

VI) SCENARIOS

FROM THE RAPIDAN TO THE ANTIETAM (Short Game)

MAPS: Set up the maps pursuant to Section II above.

GAME START: August 19, 1862

UNIT SET UP: See Game Set-Up below:

SPECIAL RULES:

Turn 1: Only eligible Union units and leaders may perform actions or entrench on turn 1. The eligible units are those starting the game in Culpepper County; those Union units on the Naval Movement chart; and Griffin's brigade that begins in Aquia Creek Station.

No Union units /leaders eligible to perform actions on Turn 1 may enter a Confederate ZOC during this turn (they may exit enemy ZOC) nor may they cross to the south side of the Rapidan River. They are permitted to make extended marches, force marches and naval moves. They may **not** utilize strategic movement or rail movement.

All Union units, except Griffin, receive an extended march modifier of -1 on turn 1. For example, if a unit in Sigel's corps marches to Fatigue Level 3, its modifiers would be a total of +1 (+2 non-Army of the Potomac unit, -1 turn one modifier).

Do not roll for Random Events on turn 1 and 2.

The Union Player is operational on turn 1 and the CSA player is passive.

ENDING DATE

The Game will end on the earliest of the following:

- 1) At the first moment that no Confederate infantry division is north of the Potomac on or after September 12.
- 2) At the end of the Sept 18 turn
- 3) The Union or Confederate player wins an automatic decisive victory (see victory determination)

VICTORY DETERMINATION

Automatic Victory:

CSA Decisive: The Confederate player immediately wins a decisive victory if:

- A Confederate infantry unit occupies The White House or The Capitol in the Victory Check Phase or
- Union Flight has occurred (ignore if playing with Optional Rule 20).

USA Decisive: The Union player immediately wins a decisive victory if CSA Flight has occurred.

Final Victory Levels:

If neither player has gained an automatic victory, determine the winner at game end. Determine the level of victory by comparing the current Victory Point level to the following:

200+ - Confederate Decisive
180 - 199 - Confederate Substantive
160 - 179 - Confederate Marginal
140 - 159 - Union Marginal
100 - 139 - Union Substantive
Less than 100 - Union Decisive

Note: Subtract 40 from CSA VPs at start if playing with the Confederate Objectives optional rule.

Victory Determination Note: It is possible that Confederate player may do so well in the early portions of the game (the SJW element of the game) as to make it impossible for the Union to win. In such event rather than ending the game at that point, players may wish to continue the game by declaring the CSA the victor of the early game and then determining victory in the late / HCR element of the game by determining whether the CSA can achieve a decisive victory (which was ultimately what the CSA was looking for in order to end the war). In this regard, players may also wish to ignore declaring an automatic CSA victory upon Union Flight by utilizing Optional Rule 20.

LEE STRIKES NORTH (Long Game)

MAPS: Set up the maps pursuant to Section II above.

GAME START: August 19, 1862

UNIT SET UP: See Game Set-Up below.

SPECIAL RULES:

Turn 1: Only eligible Union units and leaders may perform actions or entrench on turn 1. The eligible units are those starting the game in Culpepper County; those Union units on the Naval Movement chart; and Griffin's brigade that begins in Aquia Creek Station.

No Union units /leaders eligible to perform actions on Turn 1 may enter a Confederate ZOC during this turn (they may exit enemy ZOC) nor may they cross to the south side of the Rapidan River. They are permitted to make extended marches, force marches and naval moves. They may not utilize strategic movement or rail movement.

All Union units, except Griffin, receive an extended march modifier of -1 on turn 1. For example, if a unit in Sigel's corps marches to Fatigue Level 3, its modifiers would be a total of +1 (+2 non-Army of the Potomac unit, -1 turn one modifier).

Do not roll for Random Events on turn 1 and 2.

The Union Player is operational on turn 1 and the CSA player is passive.

4) ENDING DATE

The Game will end on the earliest of the following:

- At the first moment that no Confederate infantry division is north of the Potomac on or after September 12.
- At the end of the October 10 turn
- The Union or Confederate player wins an automatic decisive victory (see victory determination)

VICTORY DETERMINATION

1) Automatic Victory:

CSA Decisive: The Confederate player immediately wins a decisive victory if:

- A Confederate infantry unit occupies The White House or The Capitol in the Victory Check Phase, or
- If Union Flight has occurred (ignore if playing with Optional Rule 20).

USA Decisive: The Union player immediately wins a decisive victory if CSA Flight has occurred.

Final Victory Levels:

If neither player has declared or gained an automatic victory, determine the winner at game end (i.e. the instant no Confederate infantry unit is north of the Potomac River on or after September 12 or at the end of the October 10 turn). Determine the level of victory by comparing the current Victory Point level to the following:

230+ - Confederate Decisive
210 - 229 - Confederate Substantive
190 - 209 - Confederate Marginal
170 - 189 - Union Marginal
150 - 169 - Union Substantive
Less than 150 - Union Decisive

Subtract 60 from CSA VPs at start if playing with the Confederate Objectives optional rule.

Victory Determination Note: It is possible that Confederate player may do so well in the early portions of the game (the SJW element of the game) as to make it impossible for the Union to win. In such event rather than ending the game at that point, players may wish to continue the game by declaring the CSA the victor of the early game and then determining victory in the late / HCR element of the game by determining whether the CSA can achieve a decisive victory (which was ultimately what the CSA was looking for in order to end the war). In this regard, players may also wish to ignore declaring an automatic CSA victory upon Union Flight by utilizing Optional Rule 20.

Union Set Up

STONEWALL JACKSON'S WAY COUNTERS						
Unit / Leader	Size	CMD	Type	MP	SJW Hex unless otherwise indicated	
Fairchild	Brig	IX	Inf	8	S4426 (Falmouth)	
Harland	Brig	IX	Inf	4	S5021 (Aquia Creek Station)	
Griffin	Brig	V-AP	Inf	4	S5021 (Aquia Creek Station)	
Reynolds	Div.	V-AP	Inf	13	James River Box - Naval Chart	
Porter	Corps	V-AP	Ldr	-	Harrison's Landing Dock (Left Box) Naval	
Morell	Div.	V-AP	Inf	11	Harrison's Landing Dock (Left Box) Naval	
Sykes	Div.	V-AP	Inf	9	Harrison's Landing Hex - Naval Chart	
3 IN	Regt		Cav	1	S4328 (Fredericksburg)	
6 NY	Regt		Cav	1	S2820	
Reno	Corps	IX	Ldr		S1920 (Stevensburg)	
Ferrero	Div.	IX	Inf	7*	S1920 (Stevensburg)	
Stevens	Div.	IX	Inf	8*	S2219	
Buford	Brig	Cav	Cav	3	S1824	
Pope	Army	AoV	Ldr		S1916 (Brandy Station)	
Banks	Corp	II	Ldr		S1916 (Brandy Station)	
Greene	Div.	II	Inf	9*	S1916 (Brandy Station)	
Williams (B)	Div.	II	Inf	6*	S1916 (Brandy Station)	
McDowell	Corps	III	Ldr		S1418 (Culpepper)	
Ricketts	Div.	III	Inf	18*	S1418 (Culpepper)	
King	Div.	III	Inf	18*	S1418 (Culpepper)	
Bayard	Brig	Cav	Cav	2	S1419	
Sigel	Corps	I	Ldr		S1418 (Culpepper)	
Schenk	Div.	I	Inf	9*	S1418 (Culpepper)	
Steinwehr	Div.	I	Inf	5*	S1418 (Culpepper)	
Schurz	Div.	I	Inf	7*	S1418 (Culpepper)	
Beardsley	Brig	Cav	Cav	2	S1319	
Waagner	Regt	Res	Inf	1	S5802 (Accotink)	
Whipple(SJW)**	Brig	DC	Inf	2	HCR E 0537 (Ft. Marcy)	
9VT	Regt	Shen	Inf	1	N0301 (Winchester Toll House)	
Purnell Legion	Regt	II	Inf	1	S3108 (Warrenton Junction)	
60 NY	Regt	II	Inf	1	S2007 (White Sulfur Springs)	
White (SJW)**	Brig	Shen	Inf	3	HCR West 0330 (Winchester)	

*These units begin the game with one fatigue.

**Both Whipple and White units from SJW II and RTG II are utilized.

HERE COME THE REBELS COUNTERS						
UNIT	SIZE	CMD	TYPE	MP	HCR MAP LOCATION	
D'Utassy	Brig	RR	Inf	3	W2521 (Harpers Ferry / Bolivar)	
Trimble	Brig	RR	Inf	2	W2521 (Harpers Ferry / Bolivar)	
Ward	Brig	RR	Inf	1	W2521 (Harpers Ferry / Bolivar)	
Ford	Brig	RR	Inf	4	W2720	
87 OH	Regt	RR	Inf	1	W3121 (Berlin)	
109 NY	Regt	Balt	Inf	1	E2223 (Annapolis Junction)	
141 NY	Regt	Balt	Inf	1	E2026 (Laurel)	
138 PA	Regt	Balt	Inf	1	E2518 (Relay House)	
18 CT	Regt	Balt	Inf	1	E3712 (Back River Bridge)	
Johnson	Brig	Balt	Inf	2	E2116 (Ellicott Mills)	
Kenly-A	Brig	Balt	Inf	5	E3013 (Mt. Royal Depot)	
Emory	Div.	Balt	Inf	9	E3115 (Camden Station)	
Staunton-A	Brig	Balt	Inf	3	E3932 (Annapolis)	

Abercrombie	Div.	DC	Inf	5	E5037 (Ft. Marcy)	
Wadsworth	Div.	DC	Inf	4	E1139 (Baltimore Depot)	
Whipple (HCR)**	Div.	DC	Inf	8	E0939 (The White House)	
3 PHB	Regt	Shen	Inf	1	W1717 (Kearneysville)	
12 IL	Regt	Cav	Cav	1	W0820 (Bunker Hill)	
White (HCR)**	Brig	Shen	Inf	3	W1314 (Martinsburg)	
8 NY	Regt	Cav	Cav	1	W2620 (Naval Battery)	
ROADS TO GETTYSBURG / LONG ROADS TO GETTYSBURG COUNTERS						
Haupt (LRTG Unit)	Regt	RR	Inf	1	E1139 (Baltimore Depot)	
Casey (RTG unit)	Regt	DC	Inf	1	HCR East 1140 (The Capitol)	

**Both Whipple and White units from SJW II and RTG II are utilized.

Place a Union control marker on Sugar Loaf Mountain (HCR W4424). Flip this to indicate the last side to occupy this hex. Note: Control of Sugar Loaf Mountain impacts the Spy random event die roll.

Place the following Union Depots (from south to north): Aquia Creek Station (5021), Winchester (0330), Manassas Junction(4124), Alexandria (0944), Rockville (5833), Baltimore Depot in DC (1139) , Harpers Ferry (2421), Camden Station (3115), Mt. Royal Depot (3013), Harrisburg (4909).

Place the following damaged RR Station markers to indicate that these rail lines were not suitable to supply the Army of the Potomac / Virginia or to transport large numbers of troops until upgraded by Union railroad engineers.

- **Manassas Gap** in Virginia - Linden Station (0815), Piedmont Depot (1615), White Plains (2518)
- **Loudoun & Hampshire RR**, in No. Virginia - Guilford Sta. (4309), Thornton Station (4711), Vienna (5214)
- **Winchester & Potomac RR**, Shenandoah Valley - Stephenson's Depot (0627), Charlestown (1924)
- **Western Maryland RR**, Maryland - Tank Station (5218), Owings Mills (2207)
- **Hanover Branch RR**, Pennsylvania - Granite Hill Station (3631) Sell Station (4305), Smith Station (4801), Cold Spring Station (5433)
- **Cumberland Valley RR**, Pennsylvania - Scotland (1226)

Set the Union Army Morale at 2 (to reflect that Pope is in command)

Set the CSA Army Morale at 0.

Set Union and Confederate Casualties at 0

Set Union and Confederate Casualties impacting morale at 0.

All units begin the game fully victualled (note Union units only have six victuals boxes until Union reorganization occurs.

If playing with the Time Limitation rules give each side four time-chits.

Confederate Set up

Unit / Leader	Size	Command	Type	MV	SJW Hex
Stuart	Corps	Cav	Ldr		S1625
Robertson	Brig	Cav	Cav	2	S1625
F. Lee	Brig	Cav	Cav	2	S1825
2 VA	Regt	Cav	Cav	1	S1130
Lee	Army	ANV	Ldr		S1727
Longstreet	Corps	L	Ldr		S1727
D.R.Jones	Div.	L	Inf	14	S1727
Wilcox	Div.	L	Inf	9	S1828
Kemper	Div.	L	Inf	10	S1728
Hood	Div.	L	Inf	8	S1829
Evans	Brig	L	Inf	5	S1729
Jackson	Corps	J	Ldr		S1529
A.P.Hill	Div.	J	Inf	18	S 1529
Taliafero	Div.	J	Inf	14	S1429 (Orange Church
Ewell (B)	Div.	J	Inf	14	S1430 (Mt Pisgah Church)
Anderson	Div.	L	Inf	14	S0832 (Orange Court House)

Reinforcements

Turn	Unit/Leader	Size	Command	Type	MV	Location
August 20	Heintzelman	Corps	III-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Kearny	Div.	III-AP	Inf	13	Harrison's Landing Hex-Naval Chart
August 21	Hooker	Div.	III-AP	Inf	14	Harrison's Landing Hex-Naval Chart
	Piatt	Brig	V – AP	Inf	2	Harrison's Landing Hex-Naval Chart
August 23	Taylor	Brig	VI-AP	Inf	3	Harrison's Landing Hex-Naval Chart
August 25	Sumner	Corps	II-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Richardson	Div.	II-AP	Inf	11	Harrison's Landing Hex-Naval Chart
	Sedgwick	Div.	II-AP	Inf	14	Harrison's Landing Hex-Naval Chart
	Franklin	Corps	VI-AP	Ldr		Harrison's Landing Hex-Naval Chart
	Slocum	Div.	VI-AP	Inf	9	Harrison's Landing Hex-Naval Chart
	Smith	Div.	VI-AP	Inf	13	Harrison's Landing Hex-Naval Chart
August 26	Ripley	Div.	L	Inf	7	See Note Section 2.0
	Moor	Brig	Kan - AV	Inf	3	HCR E 0944 (Alexandria)
	Scammon	Brig	Kan – AV	Inf	2	HCR E 0944 (Alexandria)
	Sturgis	Brig	Res - AV	Inf	1	HCR E 0944 (Alexandria)
August 27	Hampton	Brig	Cav	Cav	3	(See Note Section 2.0
	Kimball	Brig	II-AP	Inf	4	HCR E 0944 (Alexandria)
	Couch	Div.	VI-AP	Inf	11	Harrison's Landing Hex-Naval Chart
August 28	McLaws	Div.	L	Inf	17	See Note Section 2.0
	D.H. Hill	Div.	L/J	Inf	11	See Note Section 2.0
August 29	Pleasanton	Brig	AP-Cav	Cav	2	Harrison's Landing Hex-Naval Chart
August 30	Walker	Div.	L	Inf	7	See Note Section 2.0
CSA Rest & Refit	Funk	Brig	L	Inf	3	Winchester or Front Royal (If occupied west map edge within 5 hexes of Winchester or Port Royal)
McClellan Takes Command	French	Div.	II-AP	Inf	6	HCR East 1140 (The Capitol)
Die Roll	PA Militia	Div.	PA	Inf	5	Camp Curtin
	NY Militia	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)
	Briggs	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)
	Beaumont	Brig	PA	Inf	5	RTG-N 4907 (Camp Curtin)

VII) Designer Notes

Ever since the publication of Stonewall Jackson's Way in the early 1990's, I have been a devoted player of the GCACW system. With the publication of Here Come the Rebels and its ability to join its maps with those of Stonewall Jackson's Way, I was intrigued by the rules provided at the end of the original HCR rulebook to join SJW and HCR together to create a module covering Lee's entire late summer offensive. However, as purchasers of the original HCR will recall, the combined game rules provided were a bit sketchy in several regards. In order to fill in some of the missing pieces I created a set of rules called "Roads to Antietam" which were subsequently published in the Avalon Hill General along with a Washington, DC add on map.

With the publication of Roads to Gettysburg, my attention then turned toward developing a new module that would combine the maps from all three games to allow for a grand campaign game, "Long Roads to Gettysburg" which would cover the entire Gettysburg campaign starting on June 3 when Lee moved the Army of Northern Virginia from its camps near Fredericksburg. These rules were subsequently published on the GCACW on-line support page.

Having completed both the Roads to Antietam and Long Roads to Gettysburg, I turned my attention to other matters and both modules gathered dust on my board game shelf. However, with the republication of the early games of the series, I returned to my original designs in order to update and revise them. My first initiative was an update to the Long Roads to Gettysburg including publication of the new counters for the game as part of the RTG II counter set. Having gotten LRTG just about to where I wanted it, I returned to Long Roads to Antietam, working with Dave Cross to come up with a number of revisions and improvements to the original module. The result are these Long Roads to Antietam rules which combine my original Long Roads to Antietam rules with a number of concepts contained in the Long Roads to Gettysburg rules to create a game which, although similar to LRTG, differs in several important ways in order to reflect the differences between Lee's 1862 and 1863 northern offensives. Enjoy!

VIII) PLAYER NOTES

IMPORTANT GAME RULES / SYSTEMS

In order to play Long Roads to Antietam well, it is important for the players to have a good understanding of several rule systems underlying the game.

Victory Points and Victory Determination

Players should carefully examine the victory conditions prior to beginning play as well as the various methods for obtaining victory points throughout the game. There are a number of ways in which a player can either win or lose the game as well as to collect victory points. Clearly understanding these as well as developing a strategy to achieve victory is an important element of successfully playing the Long Roads to Antietam. A map summarizing all of the VPs available is provided as a player aid.

CSA Rest & Refit and Union Army Reorganization

The Long Roads to Antietam game system incorporates mechanisms that simulate: 1) the Army of Northern Virginia rest period after the Battle of Chantilly on September 1 and its movement to Leesburg and across the Potomac on September 4, and 2) McClellan's assumption of command of the Union army on September 2. The first of these mechanisms reflect the ANV's (and AoV/AoP's) need to rest and refit after the hard fighting of the 2nd Bull Run Campaign. The second simulates the need for McClellan to remoralize and reorganize the Union army prior to pursuing the Army of Northern Virginia.

It is important for both players to understand how these mechanisms work and whether they are worth undertaking.

The Confederate player will face a hard choice about whether and when to rest and refit. He can ignore doing so entirely but this will significantly impact his forces once they are north of the Potomac. Conversely the Union player can elect to continue the campaign while the ANV rests and, providing that the Union Army has not panicked, he can elect not to appoint McClellan to take command (as was recommended by a majority of Lincoln's cabinet). Doing one or both of the foregoing will keep the Union army "in the field". However, doing so will also leave the Army tired and with Pope still in charge. In order to aid players in making these decisions, I have provided summaries of the advantages and disadvantages of making these decisions within the rules.

Supply

Logistics and supply were key elements of every Civil War campaign and such is the case with the Antietam Campaign. In order to be successful in Long Roads to Antietam, one must have a thorough knowledge of the supply rules. Not surprisingly, this is especially true for the Confederate player. Once the Army of the Northern Virginia crosses the Rappahannock or moves out of the Shenandoah Valley, it will effectively be cutting itself off from its sources of supply and, in order to keep its army fed and on the move, it will be forced to either: 1) forage off the land, 2) capture Union depots, or 3) levy Maryland and Pennsylvania towns. Although the Union faces less difficulty in supplying its troops, skillful use of Stuart's cavalry can create significant supply issues for the Army of the Potomac as well. Confederate players of Long Roads to Antietam can sometimes become frustrated with the need to slow down the ANV in order to forage. However, without the need for the Confederate to delay its troops, it is difficult for the northern player to prevent the Army of Northern Virginia from maneuvering around the Army of the Potomac and taking either Washington or Baltimore.

Distance Movement

There are three movement mechanisms in the game which remove the need to roll for a unit's movement allowance and instead allow players to move a predetermined distance. These are the strategic movement, naval movement and railroad movement systems. Not only do these systems generally allow players to move units more quickly than by using the standard movement rules, they also allow multiple units to move more uniform and predictable distances.

A key element of the Long Roads to Antietam game is understanding when a unit is able to utilize strategic movement and then putting a unit in a position so that it can do so. In this regard, the cavalry of the opposing side can play a key role in shadowing the movements of the enemy in order to hinder its use of strategic movement. Likewise, the side wishing to make use of strategic movement, can use its own cavalry to drive off the opposing cavalry or set up a shield of units and impassable terrain behind which it can move strategically.

For the Union, successful use of naval and railroad movement is crucial to allowing the AOP to get out in front of the ANV as it begins its northern invasion. Although there is not much the ANV can do about Union naval movement, once again Stuart's cavalry can play a role by cutting the Union's rail communications.

A player aid summarizing normal, naval, strategic and rail movement is provided in the player aids.

Operational / Passive Rules

One of the more recent modifications to the Long Roads to Antietam rules was to add the requirement that each side declare whether it is Operational or Passive each turn. One of the main reasons behind this change was the fact that in repeated playings, the Long Roads to Antietam campaign would progress much more rapidly than the actual campaign. This is due to the fact that in the historical campaign the opposing sides became inactive for several days while they regrouped, rested and resupplied. Several other GCACW campaign games have introduced required periods of inactivity and the Operational / Passive declaration is my attempt to introduce the same concept to the Long Roads to Antietam. However, rather than introducing a required period of activity designed simply to delay the game, I have tried to introduce a system that would

become part of the decision-making process of each commander (as it did in real life). In the end, in order to stay in supply, commanders will be forced to become Passive every few turns. However, exactly when and where to do so can be a difficult decision. Declaring Passive can be a dangerous undertaking if in close proximity to the enemy since doing so loses the declarant a pip on every initiative die roll. (Note that additional benefits associated with being Passive are added in by the leader transfer, Multiple Commander and Time Clock rules.)

One other practical benefit of the Operational / Passive rules is that by limiting foraging to turns when a player is Passive, it eliminates the need to slow the game in order to forage every turn.

Army Morale

Unlike most other GCACW Campaign games, there are significant incentives for defeating the opposing army in battle and bringing about the demoralization of its army. These include victory points and combat die roll modifiers. In addition, the morale level of the Union Army will impact the amount of time necessary to reorganize, if and when McClellan assumes command. Finally the morale of the Union and Confederate armies will dictate whether the Union can issue the Emancipation Proclamation. As such, it is important for both players to understand what factors influence army morale. These are summarized in the rules, in the player aids and in Army Morale map add on.

IX) Player Aids

Union Supply, Losses & Status

Unit	Victuals							Combat Losses	Other Losses	Attachments / Detachments / Turn Lost
IX										
Stevens/Wilcox										
Ferraro / Sturgis										
II / XII										
Greene										
Williams										
French										
III / I										
King / Hatch										
Ricketts										
Meade										
I / XI										
Schenk / Stahel										
Steinwehr										
Schurz										
V										
Morell										
Sykes										
Reynolds/Humph.										
III										
Kearney/Stoneman										
Hooker/Sickles										
II										
Richardson										
Sedgwick										
French										
VI										
Slocum										
Smith										
Couch										
CAVALRY										
Buford										
Bayard										
Beardsley										
Pleasanton										
DC										
Whipple (HCR)										
Wadsworth										
Abercrombie										
BALT										
Emory										
PA										
PA Militia Div.										
Other Unit Losses										
Total										
Victory Points										

Confederate Supply & Losses

	Victuals						Combat Losses	Other Losses	Detachments / Attachments / Turn Lost
D.R. Jones									
Kemper									
Hood									
Evans									
Walker									
Ripley									
McLaws									
D.H. Hill									
Anderson									
Featherston									
Pryor									
Armistead									
Wright									
Taliaferro									
Ewell									
A.P. Hill									
Archer									
Branch									
Thomas									
Gregg									
Robertson									
F. Lee									
Hampton									
Other Losses									
Total									
Victory Points									

August / September 1862

Date:	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Random Event										B	B	B													P		
Raw Recruits to AoP																											
CSA Status																											
USA Status																											
Events (see key)																											
Missing Garrisons																											
MD Control																											
VA Control																											
PA Control																											
DC Control																											
TOTAL CONTROL VPs																											
CSA Losses																											
USA Losses																											
Units Eliminated																											
Raw Recruits																											
Total Turn VPs																											
Running Total																											

B=Dates of 2nd Battle of Bull Run

P=Begin Potomac River end game check (No CSA Inf. North of Potomac on or after 9/12)

Events: Cav = Cavalry Potomac River Crossing, Inf= Infantry Potomac River Crossing, CRR = Confederate Rest & Refit, MTC = McClellan Takes Command, EP=Emancipation Proclamation

September / October 1862

Date	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	1	2	3	4	5	6	7	8	9	10
Random Event			A E				H																			F
Raw Recruits to AoP																										
CSA Status																										
USA Status																										
Events																										
Missing Garrisons																										
MD Control																										
VA Control																										
PA Control																										
DC CONTROL																										
TOTAL CONTROL VPs																										
CSA Losses																										
USA Losses																										
Units Eliminated																										
Total Turn VPs																										
Running Total																										

A = Battle of Antietam H = Historical End of Campaign E=Game End Rapidan to Antietam, F=Latest possible end of Lee Strikes North
Events: Cav = Cavalry Potomac River Crossing, Inf= Infantry Potomac River Crossing, CRR = Confederate Rest & Refit, MTC = McClellan Takes Command, UD = Union Disorder, UP = Union Panic, EP=Emancipation Proclamation

TOWN LEVIES	Pts.	CSA
Carlisle	+4	
Chambersburg	+4	
Columbia	+2	
Gettysburg	+4	
Greencastle	+4	
Hanover	+2	
Harrisburg	+16	
Littlestown	+2	
Mechanicsburg	+2	
New Cumberland	+2	
Newville	+2	
Shippensburg	+4	
Waynesboro	+2	
York	+12	
TOTAL		

STRATEGIC STRUCTURES	Pts.	CSA
Marysville Bridge	+10	
Wrightsville Bridge	+5	
Harpers Ferry Bridge	+5	
C&O Canal	+2/5	
Pennsylvania State Capitol	+5	
Maryland State Capitol	+5	
Other major river bridges (excluding Front Royal bridge)	+3ea	
TOTAL		

DEPOT DESTRUCTION	Pts.	CSA	USA
Alexandria	+10		
Harpers Ferry	+10		
Camden Station	+10		
Martinsburg	+6		
Manassas Junction	+6		
Winchester	+6		
Harrisburg	+5		
Hagerstown	+4		
Aquia Creek Station	+4		
Other USA Depots	x+2		
CSA Depots	x-2		
TOTAL			

RAILROADS	Pts.	CSA
Virginia		
1 st Alexandria – Rappahannock	+7	
2 nd Alexandria – Rappahannock	+3	
Alexandria – Front Royal	+5	
Alexandria – Leesburg	+2	
Alexandria Station	+3	
Aquia Creek Station	+3	
Other Virginia Stations (not below Rappahannock station)	+1ea	
Maryland		
Washington - Baltimore	+25	
Washington - Annapolis	+10	
Each other on lines between Balt/Wash/Annapolis	+5ea	
Baltimore – Harrisburg	+15	
Baltimore – East Map Edge	+5	
1 st B&O	+15	
2 nd B&O	+5	
3 rd B&O	+5	
(Marysville Bonus)	+15	
Camden Station & Frederick Jct.	+5	
Other MD Stations	+1ea	
Pennsylvania		
Camp Curtin & Harrisburg	+3ea	
Other Pa. Stations	+1ea	
TOTAL		

OTHER	CSA	USA
DEMORALIZATION		
EMANCIPATION PROCLAMATION		
CSA OBJECTIVES (-40/-60 AT START)		
TOTAL		

TOTALS	CSA	USA
TOWN LEVIES		
STRATEGIC STRUCTURES		
DEPOT DESTRUCTION		
RAILROADS		
OTHER		
RUNNING TURN TOTAL (LOSSES +CONTROL+ MISSING GARRISONS)		
TOTAL		

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