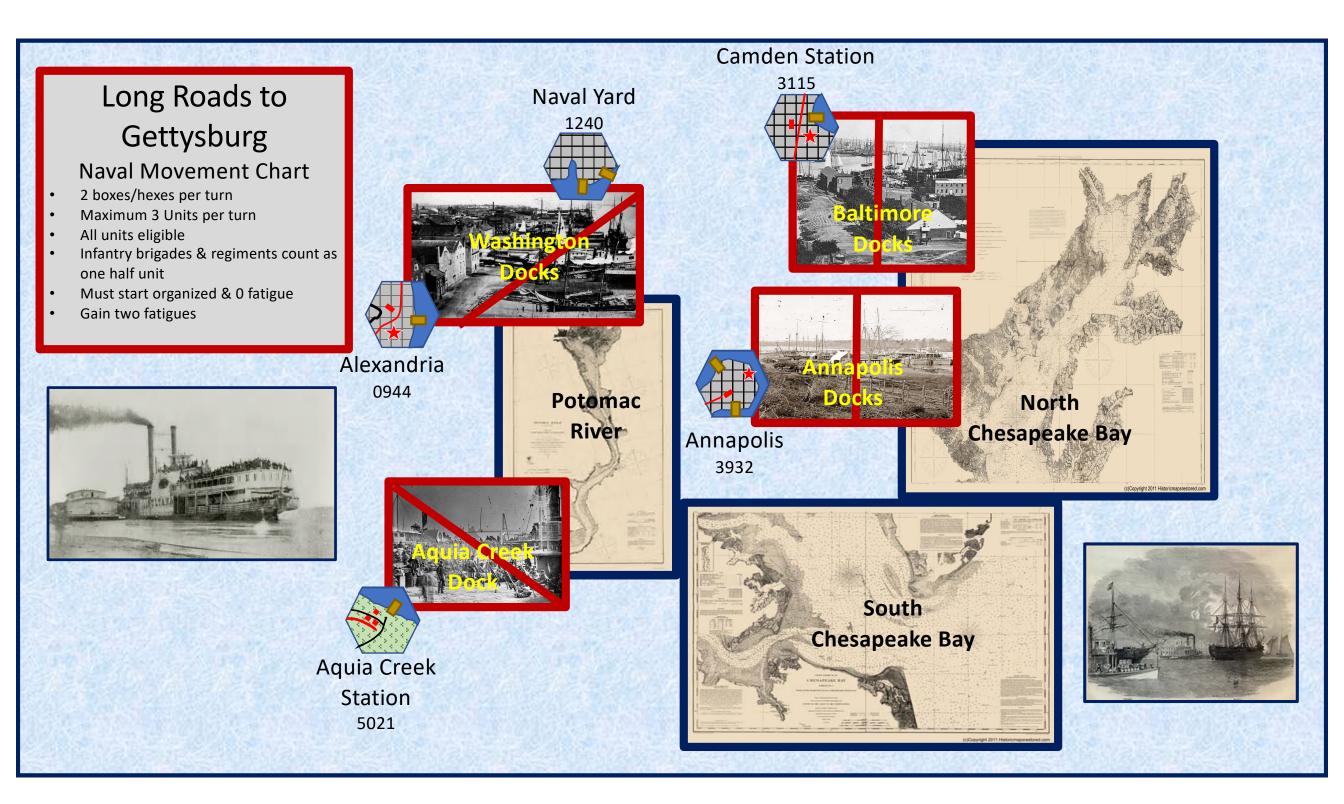


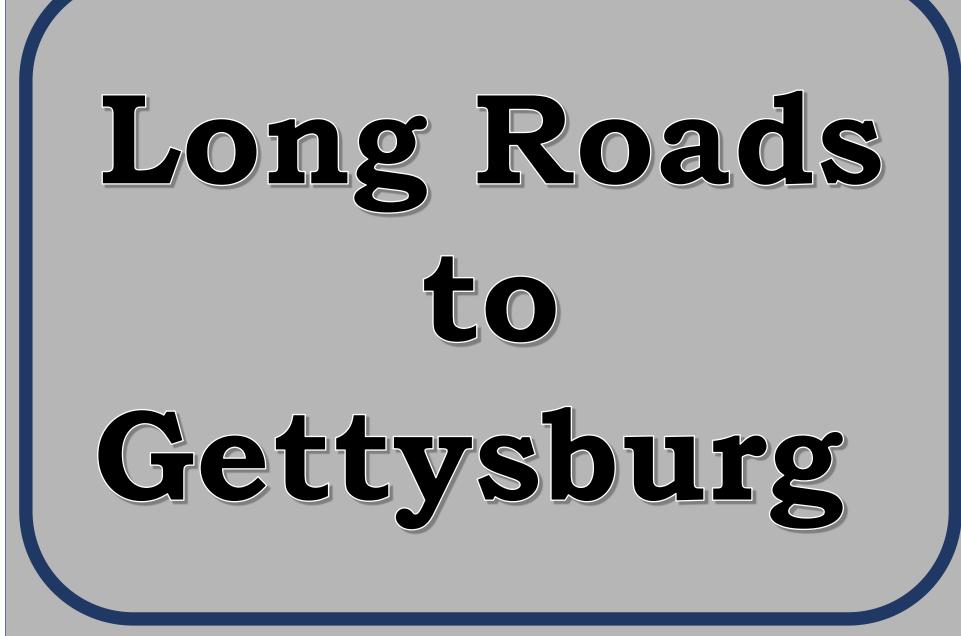
Map, Chart and Player Aide Set up

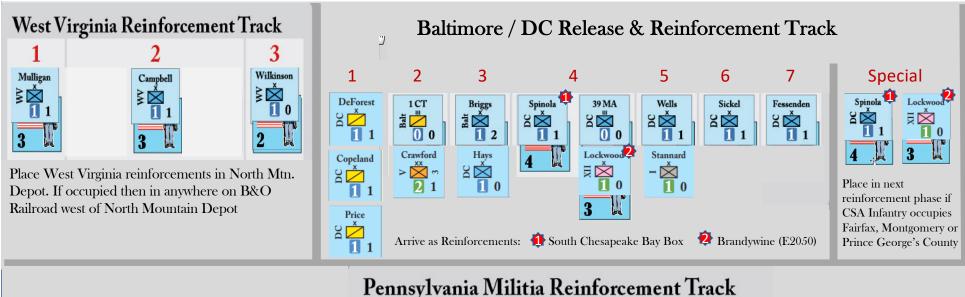
Long Roads to Gettysburg

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 top left / northwest corner of the West HCR map .
- 8) Place the CSA Status, Victory Point and Morale Player Aides on the left / west side of the RTG Maps
- 9) Place the Naval Movement, USA Status, and Supply Player aides to the right / east of the SJW maps.

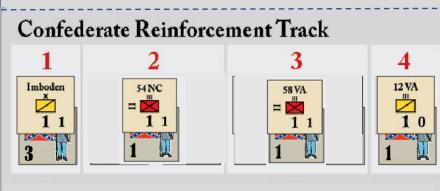






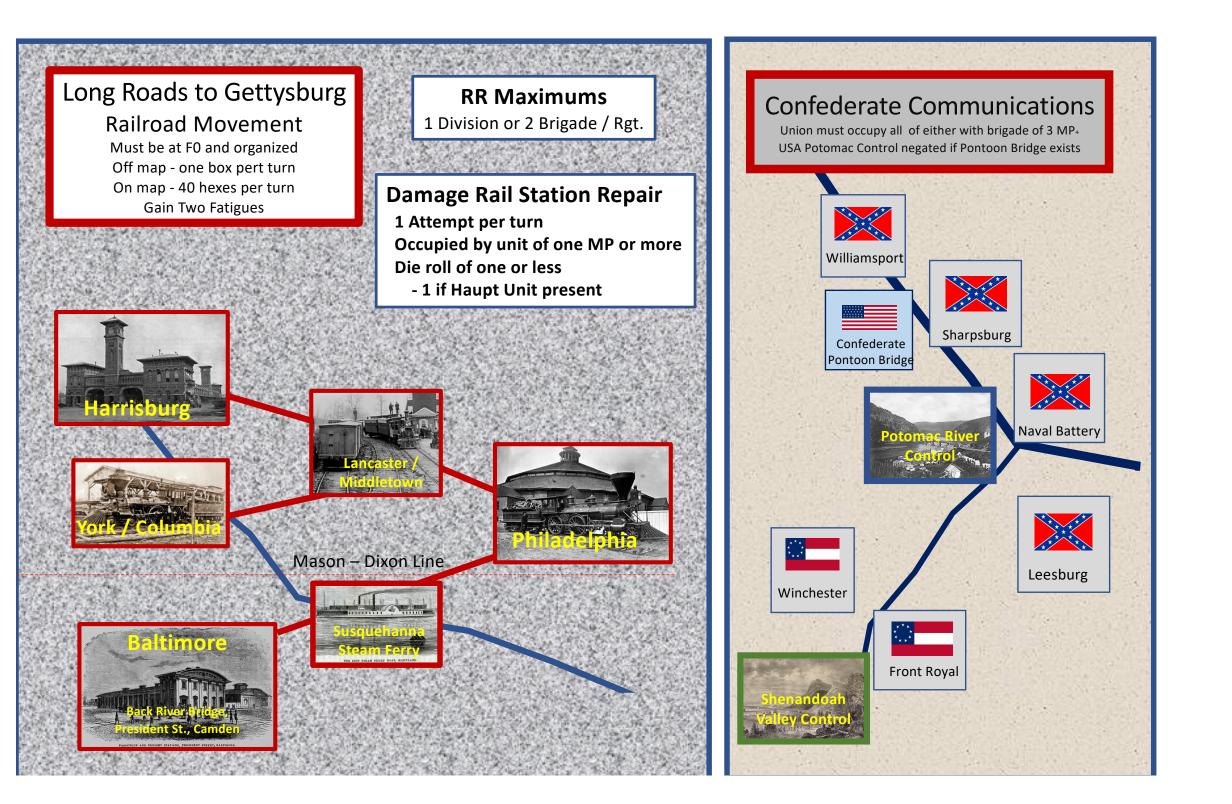
#I	#2	#3	#4	#5	#б	#7	#8	#9	#IО
5 мр	5 мр	4 мр	з мр	з мр	11 мр	10 мр	7 мр	1 мр	1 мр
Brisbane $x \xrightarrow{x}$ 1	J. Smith $ \stackrel{x}{\boxtimes} $ $ \stackrel{0}{\boxtimes} 1 $		Crooke ≤ ∑ 0 0	$\stackrel{\text{Frick}}{\boxtimes} \underbrace{\overset{\times}{\bigcirc}}_{0} 0$	Franklin x 0 1		$\overset{\text{Beaver}}{\underset{0}{\overset{\times}{\boxtimes}}} 1$		

PA Militia reinforcements are placed in Camp Curtin (N4907).

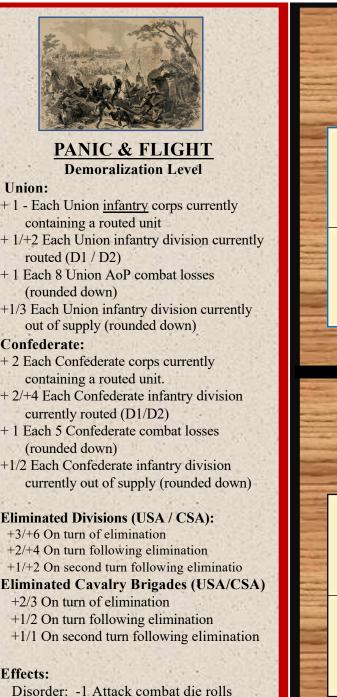


Place Imboden in Front Royal. Place 54 NC, 58 VA and 12 VA in any hex on south map edge.

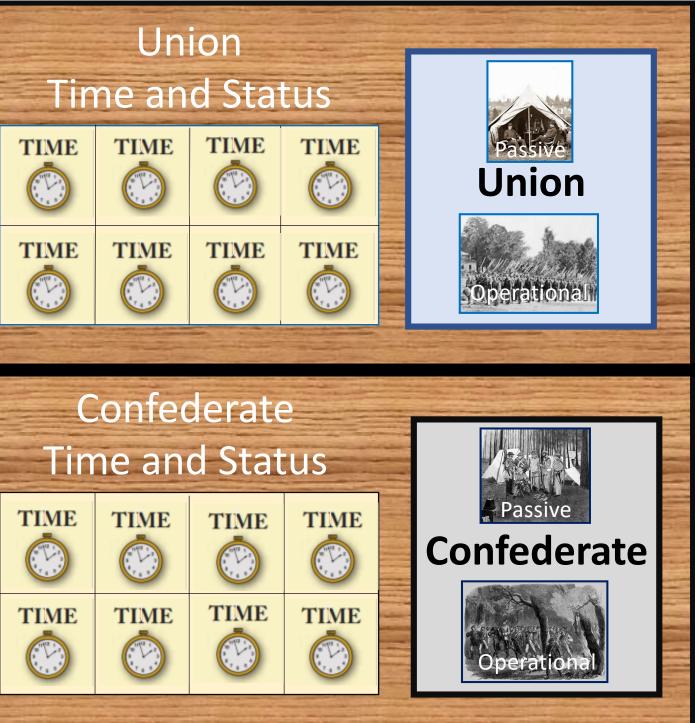
LRTG Map Overlays for RTG North Map

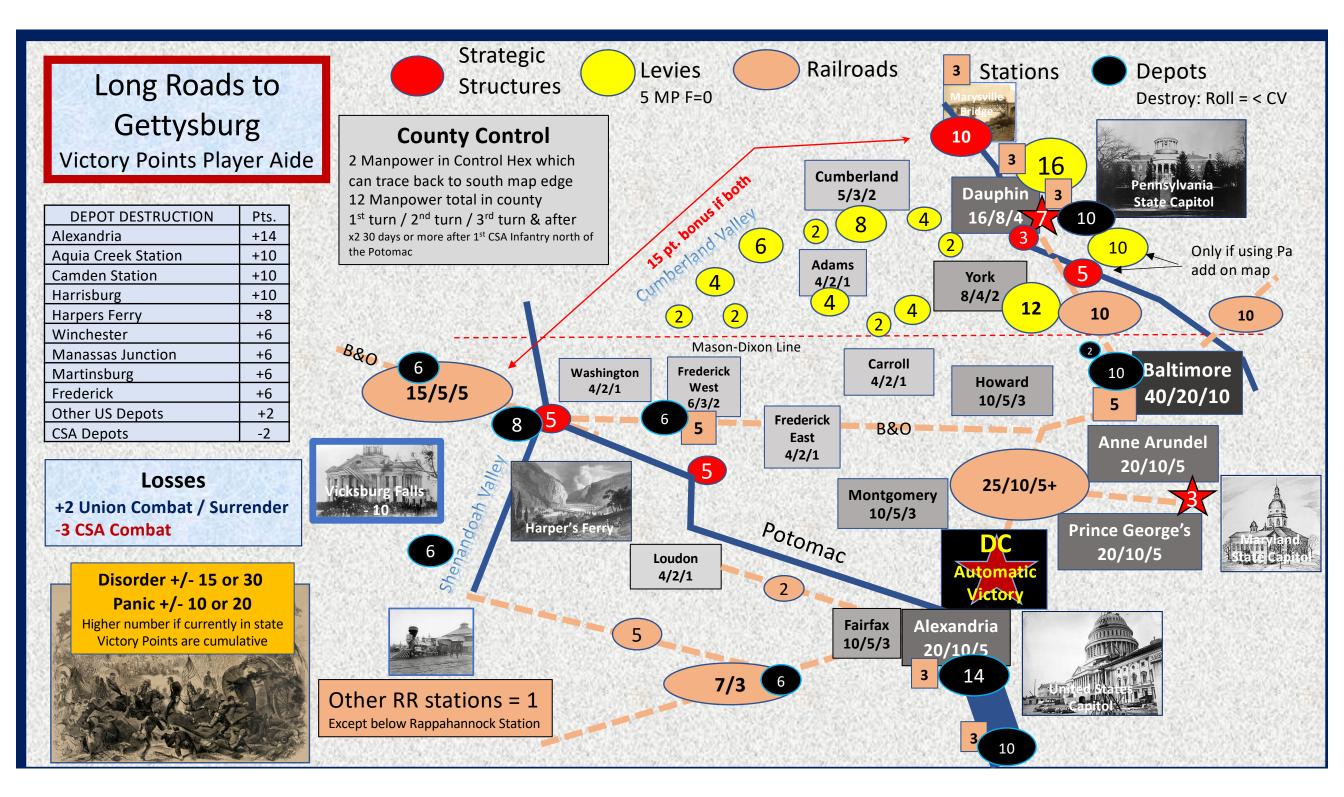


USA	CSA	
14 Flight CSA Victory	14 Flight USA Victory	(HC
13	13	2.44
12	12	100
$11_{(+10/20)}$	11(-10/20)	
10	10	2
9	9	
8 (+15/30) Disorder	8 (-15/30) Disorder	-
7	7	THE.
6	6	0.34
5	5	1
5 4 3	5 4 3	1
3	3	1
2	2	14
1	1	1
0	0	H. H



Panic: -1 All combat die rolls Flight: Automatic victory





Perry Levied Town / Captured Depot Supply Long Roads to **USA 4** Distribute to Passive Units in County containing a levied CSA 3 Dauphin Gettysburg Cumberland town or captured depot or within six traceable hexes by USA 6 USA 6 road, RR or pike to the town or depot. CSA 4 **Resupply Player Aide** CSA 5 Franklin Adams York Forage / Resupply USA 6 USA 6 USA 6 In Resupply Phase CSA 5 **CSA 4** CSA 5 Passive Units in Resupply Range fully resupply without gaining Mason-Dixon Line Washington Carroll Passive Units not in Resupply Range may forage. Use table below Howard **Modifiers to County Forage Values Baltimore Berkeley** -1 CSA forage values north of the Potomac in the event that the Union CSA 4 CSA 4 CSA 4 controls either the Potomac River or the Shenandoah Valley. USA 5 -1 CSA forage values north of the Potomac 14 days or more after the Frederick CSA 4 CSA 5 Frederick first Confederate infantry unit crossed the Potomac West East -1 for CSA forage values north of the Potomac 21 days or more after Jefferson **Anne Arundel** the first Confederate infantry crossed the Potomac Clarke USA 5 -1 Rain turns (Optional) CSA 4 Montgomery CSA 4 +1 Unit is in or adjacent to town or city hex (Optional) USA 5 CSA 5 CSA 4 -1 Unit is in mountain, forest or swamp hex (Optional) CSA 5 -1 Unit is stacked with an infantry division (Optional) CSA 4 Potomac **Prince George's** Frederick Warren DC In County containing a CSA depot Loudon USA 5 USA 4 CSA 4 Within six traceable hexes by road, RR or pike to a CSA Depot USA 6 USA 6 CSA 5 CSA 4 In Orange, Spotsylvania or Caroline County CSA 6 CSA 5 In County containing a USA depot Fairfax Rappahannock Within six traceable hexes by road, RR or pike to a USA depot **Prince William** USA 5 Alex. In county with undamaged RR station that can trace to a USA depot **USA 4 USA 4** CSA 3 USA 5 Supply Expenditure: CSA 4 0 = If in resupply range and at fatigue 0Fauguier CSA 4 CSA 3 **USA 4** Madison Culpeper Stafford **CSA 4** USA 3 USA 4 **USA 3** COUNTY FORAGE VALUE -1 0 1 2 3 4 5 6 CSA 5 CSA 4 CSA 5 **FATIGUE EXPENDED** 0 0 n 3 **King George Spotsylvania** Orange Caroline 0 6 0 USA 4 **USA 3 USA 3** USA 3 0 1 3 Λ 6 6 CSA 4 CSA 5 CSA 6 CSA 6 1 2 6 1 4 6 6 6

fatigue

Resupply range:

CSA

USA

1 = All others

1 level

2 levels

3 levels

4 levels