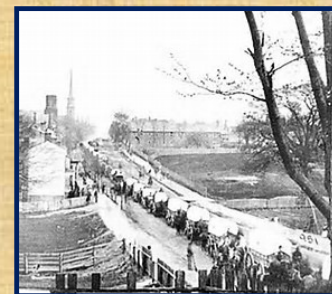


Long Roads to Gettysburg Resupply Player Aide

Levied Town / Captured Depot Supply

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



Forage / Resupply

In Resupply Phase

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

Modifiers to County Forage Values

-1 CSA forage values north of the Potomac in the event that the Union controls either the Potomac River or the Shenandoah Valley.

- CSA infantry north of the Potomac

15 days = -1

22 days = -2

28 days = -3

-1 Rain turns (Optional)

+1 Unit is in or adjacent to town or city hex (Optional)

-1 Unit is in mountain, forest or swamp hex (Optional)

-1 Unit is stacked with an infantry division (Optional)

Resupply range:

CSA

In County containing a CSA depot

Within six traceable hexes by road, RR or pike to a USA depot

In Orange, Spotsylvania or Caroline County

USA

In County containing a USA depot

Within six traceable hexes by road, RR or pike to a USA depot

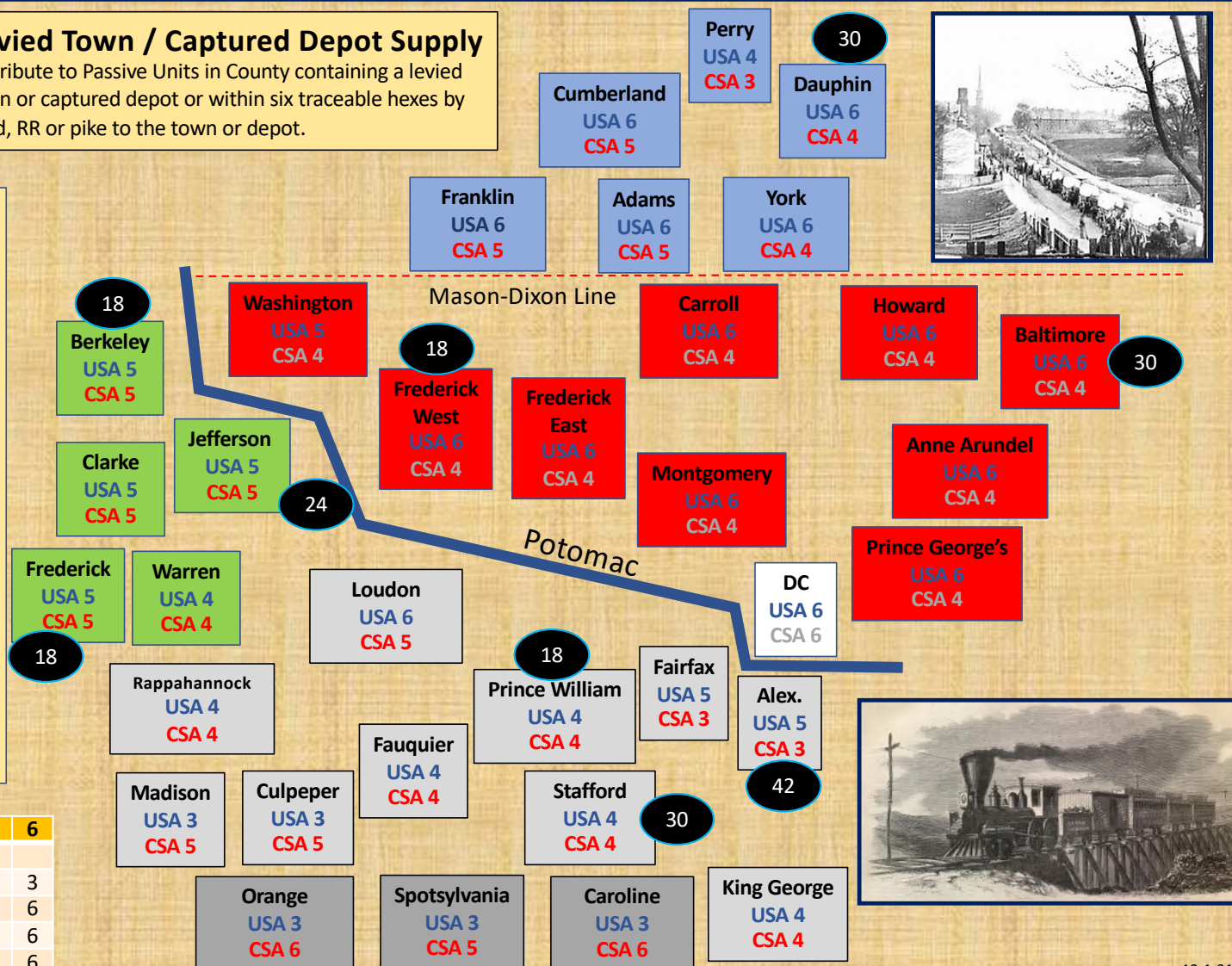
In county with undamaged RR station that can trace to a USA depot

Supply Expenditure:

0 = If in resupply range and at fatigue 0

1 = All others

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



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


DEPOT DESTRUCTION	Pts.
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Martinsburg	+6
Frederick	+6
Other US Depots	+2
CSA Depots	-2

+2 Union Combat / Surrender
-3 CSA Combat

Panic +/- 10 or 20

Higher number if currently in state
Victory Points are cumulative

Other RR stations = 1
Except below Rappahannock Station

 Strategic Structures

Levies
5 MP $F=0$

 Railroads

3 Stations

Depots
Destroy: Roll = $< CV$

County Control

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

15 pt. bonus if both

Cumberland Valley

4

Mason-Dixon Line

Potomac

DC
20 - any unit
any hex



United States
Capitol



Cavalry – 25 15
Infantry – Decisive Victory



**July 14
New York
Draft Riots**

Total of three dice
-1 for each 2 MP of militia
-1 for every other MP
Min. +3, No RR movement

USA	CSA
14	14
13	13
12	12
11	11
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
0	0



PANIC & FLIGHT Demoralization Level

Union:

- + 1 - Each AoP corps (Inf. or Cav.) currently containing a routed or unit eliminated in last three turns
- + 1/+2 Each AoP division currently routed (D1 / D2)
- + 1 Each 8 AoP combat losses (rnd down)
- +1/3 Each infantry division currently out of supply (rounded down)*

Confederate:

- + 1 Each CSA corps (Inf or Cav.) currently containing a routed or eliminated unit in last three turns
- + 2/+4 Each infantry division currently routed (D1/D2)
- + 1 Each 5 CSA combat losses (rounded down)
- +1/2 Each infantry division currently out of supply (rounded down)*

*See chart if using simplified supply rules

Eliminated Divisions (USA / CSA):

- +3/+6 On turn of elimination
- +2/+4 On turn following elimination
- +1/+2 On second turn following elimination

Eliminated Brigades (all USA/CSA)

- +1/+2 On turn of elimination
- +1/+1 On turn following elimination
- +0/+1 On second turn following elim.

Effects:

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

12-1-21

12-1-21

Union Status



Army Victuals

(If playing with Simplified Supply rules)

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

12-1-21

Confederate Status



Army Victuals

(If playing with Simplified Supply rules)

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

<div> <div>Long Roads to Gettysburg</div> <div>Turn Record</div> </div> <div>12-1-21</div>					
June 3-5 1	June 6-8 Pk 2 Pt	June 9-11 3	June 12 4 WV	June 13 5	June 14 6
June 15 7	June 16 8	June 17 9	June 18 10	June 19 11	June 20 12
June 21 13	June 22 14	June 23 15	June 24 16	June 25 17	June 26 18
June 27 19	June 28 20	June 29 21	June 30 P 22 V	July 1 23	July 2 24
July 3 25	July 4 26	July 5 27	July 6 28	July 7 29	July 8 30
July 9 31	July 10 32	July 11 33	July 12 34	July 13 35	July 14 36
July 15 37	July 16 38	July 17 39 DR	July 18 40	July 19 41	July 20 42
July 21 43	July 22 44	July 23 45	July 24 46	July 25 47	July 26 48
July 27 49	July 28 50	July 29 51	July 30 52		
	P = Game end if ANV South of Potomac	V = Begin roll for Vicksburg	Movement Restrictions - No Random	Historic Battle of Gettysburg	Max. End Short Game
Pk = Pickett	Pt = Pettigrew	WV = Begin roll for West Virginia	Historic end of Campaign	Max. End Long Game	DR = Draft Riots