



Random Events

In the Random Events Phase of each turn starting with Turn 4, one of the players rolls two dice. The players consult the Random Events Table, checking the result corresponding to that dice roll sum. The results are described below.

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

3 – Rain

4 – Rain

- Treat instead as **Richmond Garrison (and roll for Beauregard)** if there have already been at least four days of rain or as **Raspberry Raid** if all Richmond Garrison units have arrived or finally as **Rain** if the Raspberry Raid has occurred regardless of any previous rain.

5 – Halleck Interferes and Calls for Reinforcements - Union Command Paralysis –

Minus one from USA initiative rolls. Cancel the Release of Balt/DC units this turn. Add one MP to any Union unit in DC or Baltimore. If playing with Halleck optional rule, unless Meade has assumed command, the player commanding Halleck assumes overall command this turn.

6 – Hooker Questioned – On the third occurrence Hooker is replaced by Meade – See 16.2

- Treat instead as **USA Communications Breakdown** if Meade is in command and Lee is South of the Potomac.
- Treat instead as **Confederate Reinforcement** if Meade has assumed command and Lee is north of the Potomac or **Rain** if last Confederate Reinforcement has arrived.

7 – Rear Area Paralysis – HF, PA, Balt, DC & WV units may only activate or entrench if within 8 hexes of an enemy unit at some point during the turn. No Union RR movement.

- Treat instead as **Hooker Questioned** if a CSA infantry unit has crossed the Potomac.
- Treat instead as **CSA Communications Breakdown** if Meade has assumed command and Meade is south of the Potomac.
- Treat instead as **Richmond Garrison and roll for Beauregard** if Meade has assumed command and Meade is north of the Potomac.
- Treat instead as **Raspberry Raid** if Meade has assumed command and Meade is north of the Potomac and all Richmond Garrison units have already arrived.
- Treat instead as **No Effect** if Meade has assumed command, Meade is north of the Potomac and Raspberry Raid has occurred.

8 – Spy (Each player rolls a die (CSA -1 if Lee is north of the Potomac, USA -1 If Hooker / Meade is south of the Potomac – tie goes to closest enemy cavalry to Lee or Hooker/Meade.

9 – CSA Reinforcement + CSA Ammo Train

- Treat instead as **Rain** if all CSA reinforcements have been received. CSA receives 7 ammo points.

10 – Lee is Sick - CSA Command Paralysis – Minus one from CSA initiative rolls. If playing with the multiplayer communication rules, CSA commanders may not communicate this turn.

11 – Heat – Plus one to extended march rolls.

12 – Heat – Plus one to extended march rolls.

Effects of Random events

1) **Rain** – Per the Standardized Rules

2) **Halleck Interferes and calls for Reinforcements** - Subtract one from all Union initiative die rolls this turn. Cancel the Release of Balt/DC units this turn. Add one MP to any Union unit in DC or Baltimore. If playing with Halleck optional rule, unless Meade has assumed command, the player commanding Halleck assumes overall command this turn.

3) **Lee is Sick - Command Paralysis** – If this result occurs, the Confederate player subtracts 1 from all his initiative die rolls in the Action Cycle of the current turn. The Confederate player wins tied initiative die rolls after the subtraction. If playing with the multiplayer communication rules, CSA commanders may not communicate this turn.

4) **Richmond Garrison and roll for Beauregard** – Confederate player receives the next installment from the Richmond Garrison Track. Place the unit on the southern edge of the SJW map. In addition, each time the Confederate player receives a Richmond Garrison unit, roll a die. On a roll of one, place the Beauregard leader from All Green Alike (SJW II) with the incoming garrison unit and from that point forward, Beauregard shall act as a corps commander for all Richmond Garrison units (Treat Beauregard as a 2-4 leader not at 2/1-4 leader). In addition to being activated by Beauregard, Richmond Garrison units may participate in any activate corps leader or corps assault action with any Confederate corps leader except for Stuart. Richmond Garrison units may attach to any other CSA unit. If all Richmond Garrison units have been received, then treat as **Raspberry Raid**.

5) **Raspberry Raid** – The lack of Richmond Garrison forces has emboldened General Dix to move on Richmond. Roll a die to determine the number of victory points lost by the Confederate player. The Confederate player may subtract one from the die roll for each Richmond Garrison unit it removes from the map prior to rolling the die provided that the unit has not been attached, has at least 3 manpower and is south of the Potomac River.

1 or less	= 0 pts.
2	= 5 pts.
3	= 10 pts
4	= 20 pts
5	= 30 pts
6	= 40 pts

If the CSA players elects to return units and Beauregard is on the map then remove him from play. If the CSA player has elected to delay the entry of the Richmond Garrison, such units are still deemed to have entered the game for purposes of whether this random event occurs. Units removed may not re-enter the game as Richmond Garrison Reinforcements.

6) **Confederate Ammunition Train** - Confederate player replenishes up to seven lost ammo points. Units north of the Potomac may not receive ammo if either The Potomac River or the Shenandoah Valley is Union Controlled (see Rule 19 and 13.3).

7) **Spy** - Both players roll a die. The higher roll receives spy information. If tied, the side which has the closest cavalry unit to the other side's commanding general gains the benefit. Subtract one from the Confederate player's die roll if Lee is north of the Potomac River. Subtract one from the Union player's die roll if the current Army of the Potomac commanding general (Hooker or Meade) is currently south of the Potomac River. Effects:

- The winning player automatically wins the first initiative.
- The losing player must declare whether he is Operational or Passive prior to the winning player and the losing player may not switch from Operation to Passive if the winning player declares passive.

- The winning player may examine the opposing player's supply status sheet.
- The winning player may examine where the opposing player has scheduled to remove or place depots during the next Depot Removal / Creation event.
- 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 historic communication rules, provide the opposing overall commander with all enemy written communications from the prior turn as well as written communications scheduled to be delivered on the current turn. Such messages are not delivered to the intended recipient. (Note: This will not impact messages sent in the upcoming Communications Phase.)

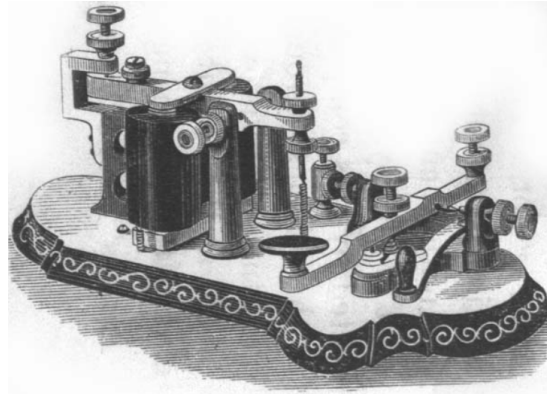
8) Hooker Questioned - After the third occurrence of this event, Meade assumes command (see Rule 16 for procedure and effects). Note: the occurrence of Union Army Disorder and the CSA player gaining 75 victory points shall also constitute Hooker Questioned events.

9) Confederate Reinforcement – Confederate player receives the next installment of Confederate Reinforcements. If the Confederate player has already received all four Confederate Reinforcements, then treat as **Rain**.

10) Rear Area Paralysis – PA, HF, Balt, DC & WV units may only activate or entrench if within 8 hexes of an enemy unit at some point during the turn. In addition, no railroad movement is allowed.

11) Heat - Heat rules are in effect throughout the current turn. All players add one to all disorganization die rolls.

12) Communications Breakdown – If playing with the historic or hybrid multiple player communications, the impacted side may not communicate in the communications phase this turn and all messages due to be delivered from a previous turn are delayed until the following turn.



Historic Multiplayer Communication Rules

Verbal – up to 10 minutes if:

- a) Their side is passive
- b) Commanders are within 10 hexes regardless of terrain or enemy units*
- c) For the Union – within 5 hexes of a connecting rail line (or the Telegraph Road)*

Enemy unit, or damage or destroyed RR station prevents

*These communications may only relate to units and commanders within the 10 and 5 hexes ranges.

Written – Delivered simultaneously (no ability to respond).

Roll a die:

- 1 – Destroyed
- 2 – Delivered if distance between commanders is less than 20 hexes – Otherwise destroyed
- 3 – Delivered if distance between commanders is less than 20 hexes – Otherwise deliver on the next day.
- 4 – 6 - Delivered if distance between commanders is less than 30 hexes – Otherwise delivered on the next day.

For purposes of determining delivery length of written Union Communications do not count any hexes travelled over a connecting RR line or the Telegraph Road.

Spy Random Event – provide the opposing overall commander with all enemy written communications from the prior turn as well as written communications scheduled to be delivered on the current turn. These communications are not delivered to the intended recipient.

MOVEMENT

Normal Movement

CSA

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

USA

USA Infantry = die
 USA AOP Infantry + Leader = die +1
 USA DC/BALT/HF/RR/PA/WV + Leader = die
 USA Cavalry = two dice
 USA Cavalry + Leader = two dice +1



Naval Movement

Must be organized and at fatigue 0
 2 spaces / hexes per turn
 Maximum 3 units per turn
 Inf. brigades / rgmts. = ½ unit
 Gain 1 fatigue per space / hex moved



Railroad Movement

Must be organized, at Fatigue Level 0 and in a RR station
 Travel up to 40 hexes, gain 2 fatigues

Railroad Restrictions:

May not move into CSA-controlled county
 May not enter CSA ZOC
 May not enter damaged/destroyed RR station
 May not cross a destroyed bridge
 No Cavalry or Artillery
 May not move by rail twice in same turn
 No more than one division or two brigades / regiments may move by rail each turn (Exception Haupt).



Strategic Movement

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

Extend March die roll modifiers

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

- Roll only once if going to F4 if unexhausted or F3 or F4 if exhausted.
- Treat Results >8 on Extend March Table as 8.

CSA

Fatigue Levels Expended	Inf / Art Movement Allowance	Cavalry Movement Allowance
2	11 (9)	16 (12)
3	16 (13)	24 (18)
4	22 (18)	32 (24)

(#) If Passive

USA

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

(#) If Passive

Remote Movement

Start and remain 8 or more hexes from enemy unit - May be conducted without the initiative if opponent agrees. If opponent does not agree, unit may be moved after player has run out of time if using Time Limitation rules.



High Tide of the Confederacy VICTORY DETERMINATION

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

- a) A Confederate infantry unit occupies The White House, The Capitol or Baltimore Depot, at any time, or
- b) Union Flight has occurred

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

Optional Preliminary Victory Conditions – These rules are intended to increase the likelihood of the game being decided via a major battle similar to what occurred historically.

CSA Preliminary Substantive: The Confederate player wins a preliminary substantive victory if all of the following are true in the Victory Check Phase:

- a) The Army of the Potomac is currently in a state of Panic, and
- b) The Confederate player has a current total of at least 180 victory points
- c) The Union Player has not already achieved a Preliminary Substantive victory

The Union player may only cancel such a preliminary CSA substantive victory if the Army of Northern Virginia is in a state of Panic at the time such preliminary CSA substantive victory occurs or thereafter in which case victory is determined normally (see below).

CSA Preliminary Marginal: The Confederate player wins a preliminary marginal victory if all of the following are true in any Victory Check Phase:

- a) The Army of the Potomac is currently in a state of Disorder or Panic, and
- b) The Confederate player has a current total of at least 160 victory points
- c) The Union player has not already achieved a Preliminary Marginal Victory

The Union player may only cancel such a preliminary CSA marginal victory if the Army of Northern Virginia is in a state of Disorder at the time such preliminary CSA marginal victory occurs or thereafter in which case victory is determined normally (see below).

Union Preliminary Substantive: The Union player has won a preliminary substantive victory if all of the following are true in the Victory Check Phase

- a) The Army of Northern Virginia is currently in a state of Panic.
- b) The Army of the Potomac is not in a state of Disorder or Panic.
- c) The Confederate player has not already achieved a preliminary substantive victory.

The Confederate player may only cancel such a Union substantive victory if he is able to achieve a decisive victory.

Union Preliminary Marginal: The Union player has won a preliminary marginal victory if all of the following are true in the Victory Check Phase

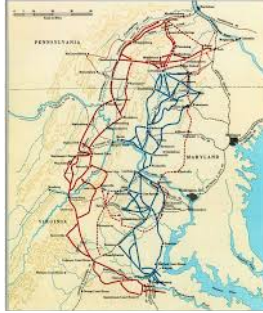
- a) The Army of Northern Virginia is currently in a state of Disorder or Panic.
- b) The Confederate morale level is at least three greater than the Union army morale level.
- c) The Confederate player has not already achieved a preliminary marginal victory.

The Confederate player may only cancel such a preliminary Union marginal victory if he is able to achieve a substantive or decisive victory during play (see CSA preliminary victory above) or at the end of play by gaining 185 victory points.

End of Game Victory Levels - High Tide of the Confederacy:

If neither player has won an automatic decisive victory, determine the winner at game end (i.e. the instant no Confederate infantry unit is north of the Potomac river on or after June 28 or at the end of the July 7 turn). Compare the current Victory Point level to the following table (taking into account any preliminary victory conditions requirements if playing with the optional victory condition rules):

210+ - Confederate Decisive
185 - 209 - Confederate Substantive
160 - 184 - Confederate Marginal
150 - 159 - Union Marginal
140 - 149 - Union Substantive
Less than 140 - Union Decisive



The Gettysburg Campaign VICTORY DETERMINATION

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

- a) A Confederate infantry unit occupies The White House, The Capitol or Baltimore Depot, at any time, or
- b) Union Flight has occurred

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

Optional Preliminary Victory Conditions – These rules are intended to increase the likelihood of the game being decided via a major battle similar to what occurred historically.

CSA Preliminary Substantive: The Confederate player wins a preliminary substantive victory if all of the following are true in the Victory Check Phase:

- a) The Army of the Potomac is currently in a state of Panic, and
- b) The Confederate player has a current total of at least 180 victory points
- c) The Union Player has not already achieved a Preliminary Substantive victory

The Union player may only cancel such a preliminary CSA substantive victory if the Army of Northern Virginia is in a state of Panic at the time such preliminary CSA substantive victory occurs or thereafter in which case victory is determined normally (see below).

CSA Preliminary Marginal: The Confederate player wins a preliminary marginal victory if all of the following are true in any Victory Check Phase:

- a) The Army of the Potomac is currently in a state of Disorder or Panic, and
- b) The Confederate player has a current total of at least 160 victory points
- c) The Union player has not already achieved a Preliminary Marginal Victory

The Union player may only cancel such preliminary marginal victory if the Army of Northern Virginia is in a state of Disorder at the time of such marginal victory or thereafter in which case victory is determined normally (see below).

Union Preliminary Substantive: The Union player has won a preliminary substantive victory if all of the following are true in the Victory Check Phase

- a) The Army of Northern Virginia is currently in a state of Panic
- b) The Army of the Potomac is not in a state of Disorder or Panic.
- c) The Confederate player has not already achieved a preliminary substantive victory

The Confederate player may only cancel such a Union substantive victory if he is able to achieve a decisive victory (either as the result of Union Flight or garnering at least 250 points at game end).

Union Preliminary Marginal: The Union player has won a preliminary marginal victory if all of the following are true in the Victory Check Phase

- a) The Army of Northern Virginia is currently in a state of Disorder or Panic
- b) The Confederate morale level is at least three greater than the Union army morale level.
- c) The Confederate player has not already achieved a preliminary marginal victory.

The Confederate player may only cancel such a preliminary Union marginal victory if he is able to achieve a substantive or decisive victory.

End of Game Victory Conditions:

If neither player has won an automatic decisive victory, determine the winner at game end (i.e. the instant no Confederate infantry unit is north of the Potomac river on or after June 30 or at the end of the July 30 turn). Compare the current Victory Point level to the following table (taking into account any preliminary victory conditions requirements if playing with the optional victory condition rules):

250+ - Confederate Decisive
220-249 - Confederate Substantive
190– 219 - Confederate Marginal
180 - 189 - Union Marginal
150 – 179 - Union Substantive
Less than 150 - Union Decisive

Detailed Sequence of Play

1 – Turn Start Phase

- a) **Confederate Reinforcements** (turn 2: Pickett & turn 3 Pettigrew) See 3.1
- b) **Union Reinforcements** (roll one die for each)
 - i) Balt/DC (roll 1-3) (Begin when 1st CSA inf unit in MD or Meade assumes command) (Delay further release of “DC” units if a CSA infantry unit is in DC, Alexandria, Fairfax, Montgomery or Prince George’s County)
 - ii) West Virginia (roll of 1) (turn 4 and thereafter) -1 CSA inf north of Potomac
 - iii) Pa. Militia (roll of 1) (1st CSA inf or cav across the Potomac) -1 CSA unit in PA, -1 CSA infantry across the Potomac, -1 R.E. Lee in PA
- c) **Vicksburg Surrenders** – June 30, one die =1 (3.4) / **Draft Riots** July 14 – 3 dice, -1 / MP removed (no PA) (3.3)
- d) **Random Events** (not on turns 1, 2 & 3) See 2.0
- e) **Operational / Passive Declaration** Passive players receive a time chit and may not expend a time chit. See 4.0
- f) **Time Allocation** (20 – (3 x #on side) +2 or 3 / inf. corps ldr. w/i 8 hexes of an enemy unit, -3 minutes if Passive) See 22.1
- g) **Harpers Ferry Surrender Roll** See 6.2

2 – Communications Phase (If playing with multiple commander optional rule) 10 minutes (See 21)

- a) **Transfer Army Commanders** to any controlled infantry corps leaders (if using Optional Overall Commander Restrictions)
- b) **Change control of units controlled by Overall Commanders** whose corps commanders are not now within 10 hexes of the Army Commander. If using Optional Overall Commander Restrictions
- c) **Voluntary Change of control of units** – add 1 Fatigue if operational. But not for change of control due to b).
- d) **Communications** (Historic – 10 hexes verbal, 11+hexes written. Roll: 1 Destroyed, 2 Delivered if within 20 hexes otherwise destroyed, 3 delivered if within 20 hexes otherwise one turn delay, 4-6 delivered but with delay if 31+ hexes.)

3 – Leader Transfer / Attachment Phase (all occur simultaneously)

- a) **Leader Transfer** within 10 hexes (30 hexes if Passive) or to any unit on the following turn if Passive – Roll for Jackson (optional rule)
- b) **Hooker Replacement** (3rd occurrence of Hooker Questioned Random Event + Union Disorder + CSA achieving 75 VPs) See 16
- c) **Attachment / Detachment** (see 7.0) - **Optional Confederate Divisional Leader / Brigade Detachment** (See 18)
- d) **Hidden Force Marker Placement & Removal** (Limited Intelligence optional rule) – See Standardized Rules and 20.0

4 – Action Cycle

- a) **Normal Action phase** – Continue until both players pass – No Strategic, Rail or Naval movement (unless using Time Limitation optional rule)
- b) **Distance Action Phase** – Regular, Strategic, Rail and Naval movement until both player pass

5 – Supply Segment See 13

- a) **Confederate Levies** (5MP at 0 fatigue) Wagon trains may load victuals if playing with optional augmented supply rules
- b) **Supply Status Phase** (CSA: Orange, Caroline or Spotsylvania CSA & USA: Friendly depot in county, or 6 hexes from depot USA: connected RR station in county)
- c) **Potomac River and Shenandoah Valley Control Phase**
- d) **Supply Expenditure Phase** – expend victuals (in resupply range & F0 – 0, otherwise: – 1)
- e) **Forage / Resupply Phase** (only for Passive players) - Draw supply, forage, draw supply from levies and captured depots (and wagons)
- f) **Supply effects phase** - If out of victuals, unit is disorganized – if already disorganized unit loses 1 MP if at F3 or F4
- g) **RR Repair Phase** (One attempt per turn, Infantry or Engineer in or next to RR station at 0 Fatigue – Not in enemy ZOC. Roll of one or less, -1 for Haupt RR unit, -1 for each prior attempt See 13.7)
- h) **Depot placement / remove**
 - i) **CSA-Winchester:** Depot dest / capt. and no USA inf in Frederick Cty **Berryville:** No USA inf. Fred, Warren or Clarke
 - ii) **If passive, CSA Remove / USA Dismantle or Construct.** 5 turns dismantling, 7 turns (RR) or 12 turns (non-RR) constructing. **Construct / dismantle only one at a time. Subtract one turn for each passive turn during dismantling or construction**
- i) **Ammo distribution** (county with a captured depot)

6 – Recovery Phase – Per Standardized Rules

- a) **Build / Repair Bridges & Ferries or Entrench** – If at F0
- b) **Remove Disorganization / Demoralization** (out of supply units may not reorganize) – If at F0 or F1
- c) **Recover Exhaustion** if at F0 or F1 / **Add exhaustion** if at F3 or F4
- d) **Reduce Fatigue by 3 - Check for Straggler Recovery** (if using optional rule)

7 – County Control Phase (12 MP in County incl. 2 MP in Control Hex) 1st Turn / 2nd Turn / 3rd turn and beyond

Maryland:	Virginia:	Pennsylvania:
+40/20/10 Baltimore County(Camden St)	+20/10/5 Alexandria	+4/2/1 Adams
+20/10/5 Prince George’s	+10/5/3 Fairfax	+8/4/2 York
+20/10/5 Anne Arundel	+ 4/2/1 Loudoun	+16/8/4 Dauphin
+ 10/5/3 Montgomery		+4/2/1 Cumberland
+ 10/5/3 Howard		
+ 6/3/2 Frederick County-West		
+ 4/2/1 Frederick County-East		
+ 4/2/1 Carroll (Westminster)		

**Double 30 turns
after CSA across Potomac**

8 – Victory Check Phase - Confirm Army Demoralization level, Check for possible preliminary victory if using optional rule

9 – Turn Indication Phase – Advance Turn Marker,

Captured Depots / Levies

DEPOTS	Victuals Normal Supply Rules	Victuals Simplified Supply Rules	Ammo	VPs If destroyed
Alexandria	42	7	14	14
Aquia Creek Station	30	5	10	10
Camden Station	30	5	10	10
Harrisburg	30	5	10	10
Harper's Ferry	24	4	8	8
Manassas Junction	18	3	6	6
Martinsburg	18	3	6	6
Winchester	18	3	6	6
Frederick	18	3	6	6
All other Union Depots	6	2	2	2
All Confederate Depots	6	NA	NA	2

LEVIES	Victuals Normal Supply Rules	Victuals Simplified Supply Rules	VPs
Annapolis	20	3	-
Baltimore (each hex)	10	3	-
Bladensburg	2	1	-
Canton	8	1	-
Carlisle	28	6	8
Chambersburg	26	5	6
Columbia	25	5	10
Ellicott Mills	8	1	-
Frederick	40	7	-
Gettysburg	12	2	4
Greencastle	5	1	2
Hagerstown	20	3	-
Hanover	8	1	4
Harrisburg	67	11	16
Harpers Ferry	8	1	-
Laurel	6	1	-
Littlestown	3	1	2
Martinsburg	17	3	-
Mechanicsburg	10	2	4
New Cumberland	2	1	2
Newville	4	1	2
Pikesville	8	1	-
Rockville	4	1	-
Sharpsburg	5	1	-
Shippensburg	9	2	4
Taneytown	2	1	-
Towsontown	8	1	-
Waynesboro	6	1	2
Westminster	8	1	-
Williamsport	5	1	-
York	43	7	12

ARMY MORALE

Army Morale Level:

Union:

+ 1 Each USA corps currently containing a demoralized division or brigade or which has had a division or brigade eliminated in the current or proceeding two turns. This includes AoP inf corps or AoP Cav but not AoP artillery, WV, Balt, HF, RR, PA and DC.

+ 1 Each AoP infantry division at D1 (+2 if D2)

+ 1 Each 8 Union AoP combat losses (rounded down)

+1/3 Each USA Infantry division which is out of supply (rounded down) (If using Regular Supply Rules)

+1 to +3 Depending upon current USA Supply Status (If using Simplified Supply Rules)

If a Union division unit counter 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 Union cavalry, infantry or artillery brigade 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.

Confederate:

+ 1 Each CSA army corps currently containing a demoralized division or brigade or which has had a division or brigade eliminated in the current or proceeding two turns.

I, II, III, & Cav including Jenkins & Imboden (Richmond units, 54 NC, 58 VA, 12 VA are not part of a corps)

+ 2 Each CSA infantry division at D1 (+4 if D2)

+1 Each CSA infantry brigade at D1 or D2

+1 Each 5 Confederate combat losses (rounded down)

+1/2 Each Confederate Infantry division which is out of supply (rounded down) (If using Reg. Supply Rules)

+1 to +3 Depending upon current CSA Supply Status (If using Simplified Supply Rules)

If a Confederate division unit counter 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 cavalry or infantry brigade 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

Morale	Morale level	Impact	Victory Points if in status	Victory Points if achieved but no longer in status
Normal	0-7	None	None	None
Disordered	8-10	-1 on attack rolls	+/-30	+/-15
Panicked	11-13	-1 all combat rolls	+/-20	+/-10
Flight	14+	Automatic Victory	-	-

Points are cumulative. Thus, if the Union Army is currently panicked, the Confederate player shall be awarded 50 points as long as the Panic is in effect, 40 points as long as Disorder is in effect and 25 if neither Panic nor Disorder are in effect. Players do not receive additional points if additional Disorders or Panics occur.

Harpers Ferry Surrender

Roll of 11 or higher

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

Written Communications Delivery

1 = Not delivered

2 = Not delivered if more than 20 hexes

3 = Not delivered if more than 20 hexes – but delivered next day*

4-6 = Not delivered if more than 30 hexes – but delivered next day*

*Delivered to beneficiary of spy event instead

Operational / Passive Determination & Effects

Spy Random event: Player benefitting from spy event may wait to see whether the other player elects to be operational or passive before selecting.

No Spy Random event – Players secretly select Passive or Operational chit.

Impacts of Being Passive:

- - 1 on infantry movement (min.1 hex), -2 on cavalry movement (min.1 hex), reduced strategic movement
- Passive players may resupply / forage
- Passive players have a 30-hex leader transfer capability (vs. the normal 10)
- Passive players may remove leaders and place them with any unit on the next turn
- Passive players may begin to dismantle or build depots (no more than one at a time)
- Passive player receives a time chit but may not expend time chits. (Optional Rule)
- Passive player receives three less minutes of time. (Optional Rule)
- All players on passive side may communicate verbally in Communications phase. (Optional Rule)
- Passive side may change control of unit without fatigue penalty (Optional Rule)

Impacts of Being Operational:

- Operational Players may not resupply / forage



Time Limitation

- 20 minutes
- Minus 3 minutes times the number of players on the side
- Minus 3 minutes if passive
- Union: +2 each inf. corps leader within 8 hexes of enemy
- Confederate: +3 each inf. corps leader within 8 hexes of enemy
- +3 Each time chit utilized during play

Time Chits: Begin with 3, add 1 each passive turn

Simplified Supply Rules

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

USA Divisions in Resupply Range	CSA Divisions in Resupply Range	Victuals received
17+ (out of 19)	8+ (out of 9)	6
14-16	7	5
11-13	6	4
9-10	5-4	3
6-8	3	2
3-5	2	1
0-2	0-1	0

Foraging: If passive, a player determines how many fatigues to remove from his units during the recovery phase and the corresponding number of victuals he will gain:

Fatigue removed	Victuals Gained
-3	0
-2	2
-1	4
0	6

- 1 for CSA if Confederates infantry units have been north of the Potomac for 15 turns or more.
- 2 for CSA if Confederate infantry units north of the Potomac for 22 turns or more
- 3 for CSA if Confederate infantry units north of the Potomac for 29 turns or more.
- 1 for CSA if Union controls the Shenandoah Valley.
- 1 for CSA if Union controls the Potomac river.
- 1 for USA if a majority of USA divisions are in Virginia.
- +1 for USA if a majority of USA divisions are in Pennsylvania.

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

Supply Effects: Apply the following during the Supply Effects phase to all units of side.

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

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

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

*** **Resupply Range:**

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

Union Supply, Losses & Status

Unit		Victuals						Combat Losses	Other Losses	Status
AoP I										
Wadsworth										
Doubleday										
Robinson										
Stannard										6 th DC -> I
AoP II										
Gibbon										
Caldwell										
French / Hays										
AoP III										
Humphries										
Birney										
AoP V										
Ayres										
Barnes										
Crawford										2 nd DC-> V
AoP VI										
Wright										
Newton										
Howe										
AoP XI										
Schurz										
Steinwehr										
Barlow										
AoP XII										
Williams										
Geary										
Lockwood										5 th DC-HE2050
AoP Artillery										
Art. Res. I										
Art. Res. II										
Art. Res. III										
AOP Cavalry										
Whiting/Merritt										1 st
Davis /Gamble										1 st
Devin										1 st
diCesnola/Huey										2 nd
Gregg										2 nd
Wyndam/McIntsh										3 rd
Kilpatrick /Custer										3 rd
Farnsworth										3 rd - Meade
HF/WV										
Elliot										NPorSorL
Milroy										NPorSorL
Pierce										NPorSorL
13 PA										NPorSorL
1NY/12P										NPorSorL
Morris										NPorSorL

UNIT		VICTUALS						COMBAT LOSSES	OTHER	Status
Kenly										NPorSorL
B. Smith										NPorSorL
Mulligan										1 st WVR
Campbell										2 nd WVR
Wilkinson										3 rd WVR
BALT										
1 CT										2 nd DC
1 MD										2 nd DC
Briggs										3 rd DC
7 NY										3 rd DC
6 NY										3 rd DC
109 NY										3 rd DC
3 MD PHB										3 rd DC
179 PA										3 rd DC
DC										
DeForest										1 st DC
Price										1 st DC
Copeland										1 st DC
2 MA										1 st DC
Spinola										4 th DC-R-S. Chesapeake
Hays/Willard										4 th DC
39 MA										5 th DC
Wells										6 th DC
Sickel										7 th DC
Fessenden										8 th DC
Casey										DC Only
Jewett										DC Only
RR										
Haupt										RR
PA										
Knipe										PA at start
Yates										PA at start
Brisbane										1 st PA
J. Smith										2 nd PA
Ewen										3 rd PA
Crooke										4 th PA
Frick										5 th PA
Franklin										6 th PA
Nagle										7 th PA
Beaver										8 th PA
20 Pa										9 th PA
21 Pa										10 th PA
		Combat Losses								
		Multiplier						X2		
		Victory Points								

Union Reinforcement / Movement Restrictions / Release Key

(#)	No movement restrictions – (Cavalry Division #)
Meade	Replacement when Meade arrives
NPorSorL	Restricted to: 1) north of the Potomac or Shenandoah or 2) Loudoun County until Meade assumes command. Are released and may attach to AoP when Meade assumes command
RR	Begins on the Board. May not attach.
PA	Must remain in Pa. May only attach to other than PA units.
# WV	Reinforcement per WV reinforcement rules and then must remain NPorSorL until Meade takes command. May not attach to AoP until Meade assumes command.
#th DC	Must remain in DC / Alexandria or at start county until released. May not attach to AoP until released <u>and</u> Meade assumes command.
#th DC - R	Arrives as a reinforcement either when CSA infantry enters Fairfax, Montgomery or Prince George's county. Otherwise place when released. Must remain in DC / Alexandria or placement start county until CSA no longer in DC or surrounding counties and released. Lockwood becomes part of AoP XII Corps when released. Lockwood & Spinola may attach to AoP upon release.
DC Only	Units may not leave DC or at start county and may not attach to AoP

- **Meade replaces Hooker** on third roll of Hooker questioned random event or Union disorder or CSA achieving 75 victory points
- **Balt/DC Release** (Roll of 1-3) (Begin rolling on 1st CSA inf unit in MD or Meade assumes command) (Delay release of "DC" units if CSA unit is in DC, Alexandria, Fairfax, Montgomery or Prince George's County) Per order on table
- **West Virginia Reinforcements** (Roll of 1) (Begin rolling on turn 4, -1 if CSA inf north of Potomac) Per order on table
- **Pa. Militia Reinforcements** (Roll of 1) (Begin rolling upon 1st CSA inf or cav across the Potomac) -1 if CSA cav or inf in PA, -1 inf. across Potomac, -1 Lee in Pennsylvania. Per order on table

Union Substitute Units

Unit	Victual							Detached From:
Sub 1								
Sub 2								
Sub 3								
Sub 4								
Sub 5								
Sub 6								
Sub 7								
Sub 8								

Depot Creation/Removal

Date	Create	Remove

Confederate Supply & Losses

Unit	Victuals						Combat Losses	Other Losses	Placement
I									
Pickett									Turn 2 S SJW 20xx or Lower
Hood									
McLaws									
II									
Johnson									
Rodes									
Early									
III									
Pender									
Heth									
Pettigrew									Turn 3 S SJW 20xx or Lower
Anderson									
Cavalry									
6 VA									
Robertson									
Jones									
W.H. Lee / Chambliss									
Hampton									
F. Lee									
Jenkins									
Imboden									Front Royal
12 Va.									Winchester
Richmond									
Corse									South edge
M. Jenkins									South edge
Cooke									South edge
Wise									South edge
54 NC									Winchester
58 VA									Winchester
		Combat Losses							
		Multiplier							
		Victory Points							

COUNTY CONTROL

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

First number equals points for initial turn of control

Second number equals point for second turn of control

Third number equals points for all other turns of control

Points are doubled 30 days after first CSA infantry unit crosses the Potomac

Maryland:

+40/20/10 Baltimore County (Camden Station Control Hex)

+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 (Westminster Control Hex)

Virginia:

+20/10/5 Alexandria County

+ 10/5/3 Fairfax County

+ 4/2/1 Loudoun County

Pennsylvania:

+4/2/1 Adams County

+8/4/2 York County

+16/8/4 Dauphin County

+4/2/1 Cumberland County

+0 All other Pennsylvania Counties

Confederate Substitute Units

Unit	Victuals						Detached From:
Sub 1							
Sub 2							
Sub 3							
Sub 4							
Sub 5							
Sub 6							
Sub 7							
Sub 8							

CSA Depot Removal

Date	Removal

June 1863

	3-5	6-8	9-11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Random Event	N o n e	<u>R</u> N o n e	<u>R</u> N o n e	W																		V
Potomac Crossing																						P
MD Control x2 30 days CSA North of Potomac																						
VA Control x2 30 days CSA North of Potomac																						
PA Control x2 30 days CSA North of Potomac																						
TOTAL CONTROL VPs																						
CSA Combat																						
CSA Other																						
USA AoP Combat																						
USA Other Combat																						
USA Other																						
Total Turn VPs																						
Running Total																						

R=CSA Reinforcements – Pickett and Pettigrew (S SJW 20xx or lower) V=Begin rolling for Vicksburg Surrender

W=Begin Rolling for West Virginia Reinforcements, P=Begin Potomac River end game check (No CSA Inf. North of Potomac on or after 6/30)

VPs for losses: Union Combat =2 CSA Combat=3

July 1863

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Random Event	G	G	G				E							D								H								L
Potomac Crossing																														
MD Control x2 30 days CSA North of Potomac																														
VA Control x2 30 days CSA North of Potomac																														
PA Control x2 30 days CSA North of Potomac																														
TOTAL CONTROL VPs																														
CSA Combat																														
CSA Other Losses																														
USA AOP Combat																														
USA Other Combat																														
USA Other Losses																														
Total Turn VPs																														
Running Total																														

G = Dates of actual Battle of Gettysburg D – New York Draft Riots E=End High Tide of Confederacy

H = Historical End of Campaign L=End The Gettysburg Campaign

VPs for losses: Union Combat =2 CSA Combat=3

Victory Point Record Table

TOWN LEVIES	Pts		RAILROADS	Pts	
Carlisle	+8		Virginia		
Chambersburg	+6		1st Alexandria – Rappahannock	+7	
Columbia	+10		2nd Alexandria – Rappahannock	+3	
Gettysburg	+4		Alexandria – Front Royal	+5	
Greencastle	+2		Alexandria – Leesburg	+2	
Hanover	+4		Alexandria Station	+3	
Harrisburg	+16		Aquia Creek Station	+3	
Littlestown	+2		Other Virginia Stations not below Rappahannock Station	+1ea	
Mechanicsburg	+4		Maryland		
New Cumberland	+2		1st Washington - Baltimore	+25	
Newville	+2		1st Washington - Annapolis	+10	
Shippensburg	+4		Each other on lines between Balt. /Wash/Annapolis	+5ea	
Waynesboro	+2		1st Baltimore – Harrisburg	+10	
York	+12		1st Baltimore – East Map Edge	+10	
Total Levies			1st B&O	+15	
			2nd B&O	+5	
			3rd B&O	+5	
STRATEGIC STRUCTURES / DC					
Marysville Bridge	+10		Marysville Bridge Bonus	+15	
Wrightsville / HF Bridge	+5		Camden Station	+5	
Other Major River Bridges	+3		Frederick Jct.	+5	
C&O Aqueduct	+5		Other MD Stations	+1ea	
PA or MD State Capitol	+7 /5		Pennsylvania		
White House / US Capitol	+15/25		Camp Curtin & Harrisburg Stations	+3ea	
Any CSA Unit Occupies a hex in Washington DC	+20		Other Pa. Stations	+1ea	
Total Strategic Structures			Total Railroads		
DEPOT DESTRUCTION			DEMORALIZATION		
Alexandria	+14		Disorder(+/-15 if current)	+/-15	
Harpers Ferry	+8		Panic (+/- 10 if current)	+/-10	
Camden Station	+10		Total Demoralization		
Martinsburg	+6				
Manassas Junction	+6		Town Levies		
Winchester	+6		Strategic Structures		
Harrisburg	+10		Depot Destruction		
Frederick	+6		Vicksburg Falls / Draft Riots		
Aquia Creek Station	+10		Railroads		
Other USA Depots	+2 ea.		Demoralization		
CSA Depots/Wagon Trains (opt)	-2/5 ea.		Running Turn Total (From Turn Record)		
Total Depots			Stuart Embarrassment (Brandy Station Optional Rule)	-5x_	
Vicksburg Falls / Draft Riots	-15/?	/	GRAND TOTAL		
Other Depots Destroyed			Other Stations Destroyed		
/			/		
/			/		
/					