

## Map, Chart and Player Aid 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 reinforcement map overlays on top of the Union reinforcement charts, Confederate reinforcement chart and 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 Army Morale Player Aids 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.

# **Long Roads to Gettysburg**

## West Virginia Reinforcement Track

1	2	3
Mulligan WV 1 1 3	Campbell WV 1 1 3	Wilkinson WV 0 0 2

Place West Virginia reinforcements in North Mtn. Depot. If occupied then in anywhere on B&O Railroad west of North Mountain Depot

## Baltimore / DC Release & Reinforcement Track

1	2	3	4	5	6	7	8
DeForest Copeland Price 2 MA DC 1 0 0	1 CT 1 MD Crawford V 2 1	Briggs 179 PA 6 NY 7 NY 3 MD PHB 109 NY Balt 1 0 0	Spinola C Hays DC 1 0	39 MA Lockwood XII 1 0	Wells Stannard - 1 0	Sickel DC 1 1	Fessenden DC 1 1

## Special

1	2
Spinola DC 1 1 4	Lockwood XII 0 0 3

Place in next reinforcement phase if CSA Infantry occupies Fairfax, Montgomery or Prince George's County

Arrive as Reinforcements: South Chesapeake Bay Box Brandywine (E2050)

## Pennsylvania Militia Reinforcement Track

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
5 MP	5 MP	4 MP	3 MP	3 MP	11 MP	10 MP	7 MP	1 MP	1 MP
Brisbane PA 0 1	J. Smith PA 0 1	Ewen PA 0 1	Crooke PA 0 0	Frick PA 0 0	Franklin PA 0 1	Nagle PA 0 1	Beaver PA 0 1	20 PA PA 0 0	21 PA PA 0 0

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

## Confederate Reinforcement Track

1	2	3	4
Imboden X 1 1 3	54 NC = X 1 1 1	58 VA = X 1 1 1	12 VA X 1 0 1

Place Imboden in Front Royal. Place 54 NC, 58 VA and 12 VA in Winchester. If Union occupied, then place on western edge of map south of Front Royal or Winchester.

# LRTG Map Overlays for RTG North Map

## Long Roads to Gettysburg

### Naval Movement Chart

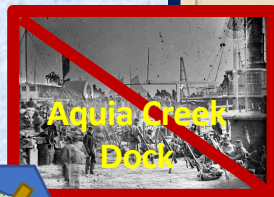
- 2 boxes/hexes per turn
- Maximum 3 Units per turn
- All units eligible
- Infantry brigades & regiments count as one half unit
- Must start organized & 0 fatigue
- Gain one fatigue for each box / hex moved



Alexandria  
0944



Aquia Creek  
Station  
5021



Naval Yard  
1240



Potomac  
River

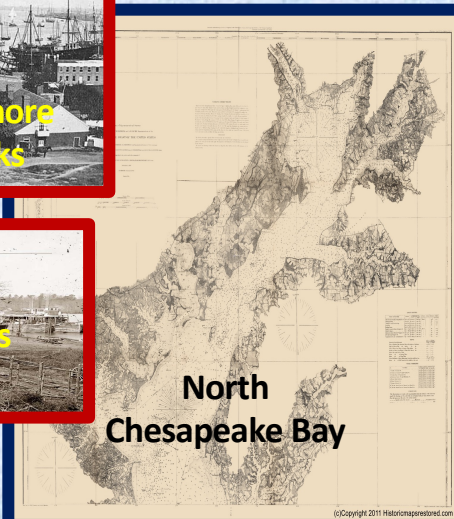
Camden Station



Annapolis  
3932



North  
Chesapeake Bay



South  
Chesapeake Bay





## Long Roads to Gettysburg Railroad Movement

Must be at F0 and organized  
Off map - one box per turn  
On map - 40 hexes per turn  
Gain Two Fatigues

## RR Maximums

1 Division or 2 Brigade / Rgt.

## Damage Rail Station Repair

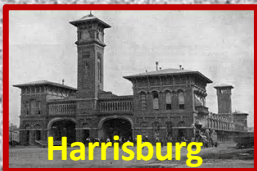
1 Attempt per turn

Occupied by or adjacent to unit of  
one MP or more

Die roll of one or less

- 1 if Haupt Unit present

- 1 per turn attempted



Harrisburg



York / Columbia



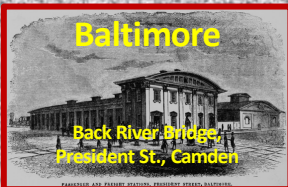
Philadelphia

Lancaster /  
Middletown

Mason – Dixon Line



Susquehanna  
Steam Ferry



Baltimore

Back River Bridge,  
President St., Camden

7-1-22

## Confederate Communications

Union must occupy all of either with brigade of 3 MP+  
USA Potomac Control negated if Pontoon Bridge exists



Simplified  
Supply Track  
Markers



Morale  
Track  
Markers



Williamsport



Confederate  
Pontoon Bridge



Sharpsburg



Potomac River  
Control



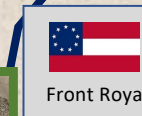
Naval Battery



Winchester



Leesburg



Front Royal



Shenandoah  
Valley Control

7-1-22