

The Long Roads to Gettysburg

**Extended game rules for the
Gettysburg Campaign**



v.9-15-19

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The Long Roads to Gettysburg

Extended Game Rules for Roads to Gettysburg

I) Introduction

This game is designed to simulate the Army of Northern Virginia's entire 1863 summer offensive beginning with Lee breaking camp from around Fredericksburg on June 3, 1863. Rather than simply being an add-on to the existing Roads to Gettysburg Campaign Game (Scenario 10), these rules present an entirely new game incorporating a number of new concepts and strategic options not present in the existing RTG Advanced Game. Players have the option of choosing either a "shorter" scenario intended to cover the campaign up until its high-water mark during the first week of July or a longer scenario which covers the entire campaign until its final conclusion upon the recrossing of the Potomac River by the Army of Northern Virginia.

For players who do not want to read though and digest all the rules contained herein before starting a game, I would advise you to first read the "Player's Notes - Important Game Rules and Systems" section which is located just in front of the Player Aides around page 43. This section indicates those elements of the rules which are the most important to understand prior to starting a game of Long Roads to Gettysburg.

Comments and questions relating to LRTG are always welcome. I can be reached at kennethelee55@gmail.com or via the GCACW Consimworld Forum and GCACW Facebook page.

Enjoy!

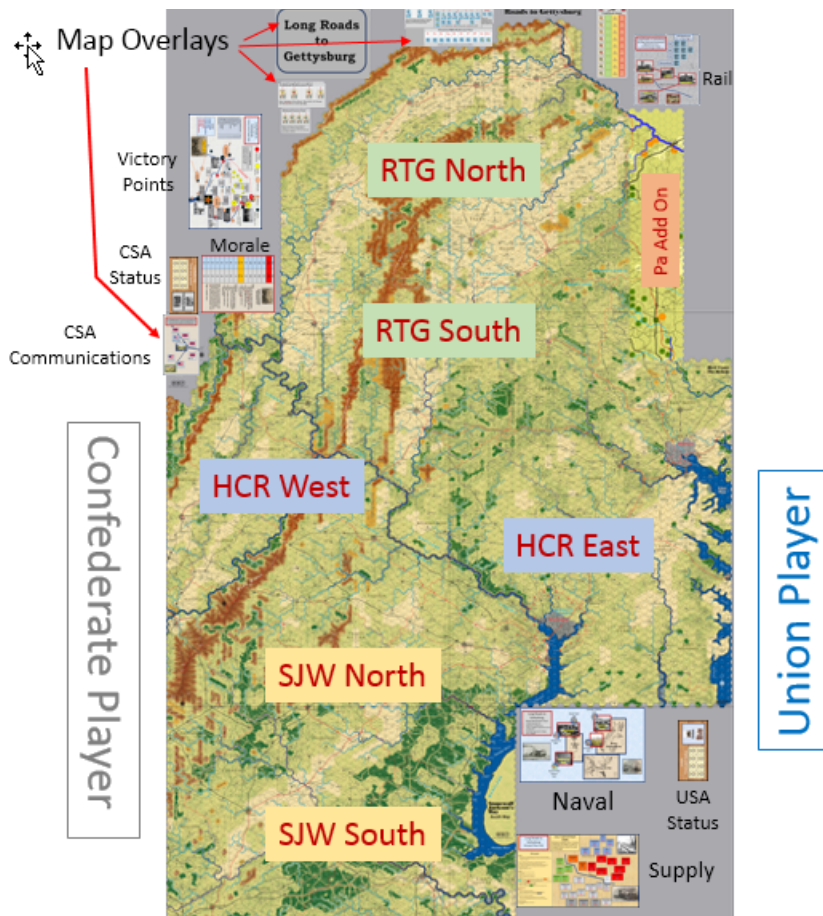
Ken Lee

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

In order to play Long Roads to Gettysburg, you will need the maps from both the Roads to Gettysburg II and Stonewall Jackson 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 the Roads to Gettysburg II counter sheet. Additional player aides, the Pennsylvania add on map; map overlays and off map movement charts can be downloaded from the MMP web site or the RTG II page on Boardgame geek..

You will need a table of least 52 inches in width and 85 inches in length. Place the maps, overlays, charts and player aides 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 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.



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 in order to link up with the off-map railroad movement chart.

III) Applicable Rules

Unless otherwise stated, all play is pursuant to the GCACW standardized rule set. In addition, set forth below are modifications to the Standardized Rules and the Advanced Game rules associated with the Long Roads to Gettysburg.

IV) Modifications to and Reminders of Basic Rules

a) Confederate Pontoon Bridge

In addition to the bridge building allowed by the Standardized Rules, the Confederate players may build pontoon bridges across the Potomac or Shenandoah rivers as per the normal bridge construction rules (maximum one bridge at any given time).

b) Leader Transfer

Leaders of Passive players may transfer up to 30 hexes.

c) Jenkins, Imboden, 12 VA

Per the Standardized Rules neither Jenkins nor Imboden may be activated by Stuart. The 12 VA cavalry may also not be activated by Stuart.

d) 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

V) ADVANCED GAME RULES

Utilize the following Advanced Game rules.

1.0 - 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 Aide.

2.0 - 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 or Richmond Garrison (and roll for Beauregard) if there have already been at least four days of rain.**
- 5 – Union Command Paralysis** – Minus one from USA initiative rolls. (Also Treat as Vicksburg Surrenders if July 1 or later)
- 6 - Hooker Questioned** – On the third occurrence Hooker is replaced by Meade – See 16.2 (Treat as **USA Communications Breakdown** if Meade is in command and Lee is South of the Potomac. Treat as **Confederate Reinforcement** if Meade has assumed command and Lee is north of the Potomac)
- 7 – Rear Area Paralysis** – HV, 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 as **Hooker Questioned** if a CSA infantry unit has crossed the Potomac. Treat as **CSA Communications Breakdown** if Meade has assumed command and Meade is south of the Potomac. Treat as **Richmond Garrison and roll for Beauregard** if Meade has assumed command and Meade is north of the Potomac)
- 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 cavalry to Lee or Hooker/Meade)
- 9 – CSA Reinforcement + CSA Ammo Train**
- 10 - CSA Command Paralysis** – Minus one from CSA initiative rolls
- 11 – Heat** – Plus one to extended march rolls
- 12 – Heat** – Plus one to extended march rolls

Effects of Random events are as follows:

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

2) - **Command Paralysis** – If this result occurs, the indicated 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.

3) - **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 with the incoming garrison unit and from that point forward, Beauregard shall act as a corps commander for all Richmond Garrison units. If the Confederate player has already received all four Richmond Garrison units, this result has no effect except that the Confederate player should continue to roll for the arrival of Beauregard in which case he should be placed with the southernmost on board Richmond Garrison Unit). In addition to be 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.

4) - **Confederate Ammunition Train** - Confederate player replenishes his units' ammunition. Units north of the Potomac may not receive ammo if either or the Potomac River is unfordable and has not been bridged above or if the Union Player controls either The Potomac River or the Shenandoah Valley (see Rule 19).

5) - **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. 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 (Hooker or Meade) is currently south of the Potomac River. Effects:

- 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 communication rules, the winning player increases his chance of intercepting communications (see Multiple Commander Optional Rule 21 below)

6) - **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.

7) **Confederate Reinforcement** – Confederate player receives the next installment of Confederate Reinforcements. If the Confederate player has already received all four Confederate Reinforcements this result has no effect.

8) **Rear Area Paralysis** – HV, 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.

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

10) **Vicksburg Surrenders** – Subtract 10 victory points

11) **Communications Breakdown** – If playing with the historic or hybrid multiple player communications, the impacted player may not communicate in the communications phase this turn.

3.0 - Reinforcements / Release

Both the Union and Confederate player receive reinforcements throughout the game. In all such instances, the player receiving the reinforcement has the option of immediately placing the reinforcement or delaying its arrival until the Reinforcement Phase of any future turn.

3.1 Confederate Reinforcements

The Confederate player receives reinforcements (Pickett and Pettigrew) on turn 4. He may also receive reinforcements in the Random Events phase (either Confederate Reinforcements or Richmond Garrison). The make-up and entry order of the Richmond Garrison is the same as in RTG (see the on-map chart). Place the Richmond Garrison units anywhere on the south map edge of SJW.

The makeup and entry order of the “Confederate Reinforcements is changed as follows.
Place the following units in the four boxes of the Confederate Reinforcement Track

Box 1 - Imboden / Box 2 - 54 NC / Box 3 - 58 VA / Box 4 – 12 VA

If the Random Event calls for a Confederate Reinforcement place the next increment of reinforcement as follows:

- 1) Imboden – Front Royal or west map edge south of Front Royal if Union occupied
- 2) 54 NC – South map edge of SJW
- 3) 58 VA – South map edge of SJW
- 4) 12 VA - South map edge of SJW

3.2 Union Reinforcements / Release

During the Union Reinforcement Phase, the Union player determines whether he receives or releases various units as follows:

Lockwood and Spinola – These units will arrive as reinforcements if Washington is threatened or if the Confederate player invades Maryland or Pennsylvania. Place Lockwood in HE 2050 Brandywine and Spinola in the South Chesapeake Bay sea movement box in the first Union reinforcement phase after a CSA infantry unit enters Fairfax, Montgomery or Prince George’s counties. If so placed, they must then proceed to DC or Alexandria county and remain there until released per the Baltimore / DC reinforcement rules. If no Confederate infantry unit enters these counties, place Lockwood and Spinola per the Baltimore/DC reinforcement rules below. Lockwood immediately becomes part of the Union XII corps once released.

WV - Beginning on turn 4, roll one die. On a roll of one the Union player receives the next installment of WV reinforcements. Subtract one from the die roll if an ANV infantry unit is north of the Potomac River. Upon arrival, place the WV units in North Mountain Depot or, if enemy occupied, anywhere on the B&O RR west of North Mountain Depot.

Note that the on-map WV reinforcement track is modified as follows:

- i) The 1NY/12Pa and Pierce begin the game on the board at or near Winchester (see Set-Up).
- ii) Place Mulligan in the #1 Reinforcement Box and Wilkinson in the #3 Reinforcement box. (Campbell remains in the #2 Reinforcement Box)

Per the Special Attachment rules HV and WV units may only attach to HV and WV units, respectively. When Meade takes command of the Army of the Potomac they may also attach to AoP units.

Until released “HF”, “WV” & “Balt” designated units (the Union VIII corps) must remain either north of the Potomac; north of the Shenandoah; or in Loudoun county at all times. In addition, until Meade is placed in command of the Army of the Potomac, a garrison of at least 5 MP must remain in Harpers Ferry.

Also, until Meade is placed in command, the depot at Harpers Ferry may not be destroyed or removed by the Union player.

Baltimore/DC - With the exception of Lockwood and Spinola, these units start on the map. However, they are subject to the movement restrictions outlined below (see Rule 12) until released. Once released they may move freely on the board and may Begin rolling for the release of these units on the first turn a Confederate Infantry unit enters Maryland or Pennsylvania or Meade assumes command (whichever comes first). On a roll of 1-3 release the next group of units. The first release is Copeland, DeForest & Price. The second release is the 1 CT and Lockwood and so on according to the following schedule.

- 1) Copeland, DeForest & Price (if not already removed as part of Meade taking command in which cas immediately release the second installment)
- 2) 1st CT and Crawford - Crawford immediately becomes part of the Union V corps – replace DC counter with V corps counter
- 3) Briggs & Hays or Willard - Hays or Willard (Note: Hays is replaced by Willard when Meade assumes command)
- 4) 39 MA, Spinola & Lockwood -Spinola arrives as a reinforcement in the South Chesapeake Bay sea movement box. Lockwood arrives as a reinforcement in HCR E 2050 Brandywine (if he is not already on the board – see above) and / or immediately becomes part of the Union XII Corps.
- 5) Wells and Stannard - Stannard immediately becomes part of the Union I Corps – replace Stannard's DC counter with Stannard's I Corps counter.
- 6) Sickel
- 7) Fessenden

DC (but not Balt) designated units may not be released if a Confederate unit is located in DC, Alexandria, Fairfax, Montgomery or Price George's county. In such event delay their release until the next DC / Balt release takes place (when this condition does not exist) and then release the next group of units as well as the delayed units. Note that per the above, Lockwood and Spinola will arrive as reinforcements if a Confederate infantry unit enters Fairfax, Montgomery or Price George's county but will be subject to movement restrictions until subsequently released. Lockwood immediately becomes part of the Union XII corps once released.

Until released all "DC" designated units must remain within the District of Columbia or Alexandria County. Exception: "DC" units starting the game in Fairfax or Montgomery county may also remain in (or return to) the county in which they begin the game. Until released, DC designated units may not attach.

Per the Special Attachment rules below:

i) Balt units may not attach until released at which time they may attach to other Balt units. Balt units may also attach to AoP units if they have been released and Meade has assumed command. Balt units that are not scheduled for release may never attach.

ii) DC units may not attach until released at which time they may attach to other DC units. DC units may also attach to AoP units if they have been released and Meade has assumed command. DC units that are not scheduled for release may never attach.

Pa. Militia - only Yates and Knipe begin the game on the board. All other Pa militia arrive as reinforcements in the following order:

- i) Brisbane
- ii) J. Smith
- iii) Ewen
- iv) Crooke
- v) Frick
- vi) Franklin
- vii) Nagel

- viii) Beaver
- ix) 20 Pa
- x) 21 Pa

Begin rolling a die to determine whether to receive the next Pa Militia unit as soon as any Confederate unit (Infantry or Cavalry) enters Maryland or Pennsylvania. On a roll of one add the next unit. Subtract one if a Confederate unit occupies Pennsylvania. Subtract one if a Confederate Infantry unit occupies Maryland or Pennsylvania. Subtract one if R.E. Lee is in Pennsylvania.

PA Militia reinforcements are placed in Camp Curtin (N4907). If Camp Curtin is occupied by a Confederate unit, the reinforcements are not placed on the map until the first Union Reinforcements Phase in which Camp Curtin is not Confederate occupied.

The Pa. Militia may not be attached to any unit other than another Pa. Militia unit.

The Pennsylvania militia may not exit Pennsylvania unless forced to do so by mandatory retreat rules in which case they may not voluntarily go any further from Pennsylvania.

4.0 – Operational / Passive Declaration

4.1. 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 a Spy random event has been rolled, the winning player benefiting from the Spy event shall be informed of the other player's selection prior to making his own selection and the losing player may not switch his decision from operational to passive if the winning player declares passive.
- If a Spy random event has not been rolled, both players simultaneously reveal their choice. If one player has chosen to be Passive and the other player has chosen to be Operational, the player choosing Operational may now change his choice to be Passive.

Now follow one of the four following courses of action:

1. If both players have chosen to be Operational, place both players' Passive / Operational Chits into the Operational box and proceed normally.
2. If both players have now chosen to be Passive then skip the action Action Cycle this turn. All other phases, including naval movement are not affected.
3. If one player has chosen to be Passive and the other Operational and if both players chose to be Passive last turn then skip the Action Cycle this turn. All other phases, including naval movement are not affected with the exception that the Operational Player may not gather supplies and the Passive Player may not entrench. Also, the Operational player automatically wins the first initiative on the next turn.
4. If either player has chosen to be Operational and if either player chose Operational last turn, place the players' Passive / Operational Chits in the appropriate box of the status display and proceed as with a normal turn. If during the turn a Passive player wishes to become Operational he may do so. In this case, the player is no longer subject to the movement penalties set forth below but is still subject to the minus one on initiative die rolls.

4.2 Effects of Being Passive or Operational

- Units of Operational Players may not resupply, forage or collect victuals from levies or depots.
- Passive players subtract one from all initiative die rolls but ignore the effects of command paralysis (including the one associated with Meade assuming command).
- Infantry and artillery 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)
- If playing with the optional Time Allotment rule, the Passive player receives a time chit but may not expend time chits.
- If playing with the optional Time Allotment rule, the Passive player receives three less minutes of time.
- 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)

5.0 – Union Naval Movement

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 (or other dock space in Washington if occupied by CSA)
- Aquia Creek Station	5021 SJW-S
- Camden Station	3115 HCR-E (or other dock space in Baltimore if occupied by CSA)
- Annapolis	3932 HCR-E

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

Naval movement occurs as part of the Attachment / Naval Movement / Leader Transfer phase. During this phase Union units may move two spaces or hexes on the naval movement chart (Note that dock areas represent two separate spaces). Units moving by naval movement gain two fatigues. No more than three Union units may use naval movement on any turn (either moving ashore, going to sea, staying at sea or moving at sea). Note: Units who stay at sea but do not move count toward this total. For purposes of this rule, infantry regiments and brigades count as 1/2 unit. A unit may combine sea and regular movement during the same turn. Once a unit reaches a hex on the Naval Movement display it may be freely transferred to the corresponding map board hex and vice versa.

6.0 - Harpers Ferry Surrender

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.

6.1 How to Determine If Harpers Ferry Is Surrounded

In the Harpers Ferry Phase, every Union unit occupying Harpers Ferry/ Bolivar (S0632) or within three hexes of hex S0632, 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.

Note: The B&O Railroad in hex S1734 is considered to connect with the railroad in hex S1934, even though a rail line does not join the two hexes.

6.2 How to Determine If Harpers Ferry Surrenders

If there are no Union units in or within three hexes of S0632, or all Union units in or within three hexes of S0632 can successfully trace such a path, 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, combines the rolls into a single sum, and consults the Harpers Ferry Table. (The dice sum may be modified; see below.) If the modified dice sum is 10 or less, the result is “no effect”, and play proceeds to the next phase. If the modified dice sum is 11 or more, the result is “surrender” (see below). The Confederate player may take a maximum of one dice roll per turn to attempt to achieve the surrender of Harpers Ferry.

Note: if undestroyed, the Union fort (see Rule 9) in Naval Battery (S0732) is immediately destroyed.

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 S0732 (Naval Battery)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex S0733 (Loudoun Heights)
- +1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies Hex S0532 (Bolivar Heights)
- 1 If Union infantry division is within 10 hexes of Harper’s Ferry
- +1 for each consecutive turn that Harper’s Ferry has been surrounded in Harper’s Ferry phase (not including current turn)

Note: A Confederate or Union infantry unit with an OOA or OOS marker cannot be used to meet any of the above conditions

7.0 - Substitute Units, Detachment and Attachment

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

7.1 Detachment

Either player may detach one or more substitute infantry brigades during the attachment / detachment phase or from a marching infantry unit as long as the unit has a Manpower value of 2 or more. Either player may detach one or more substitute cavalry regiments during the attachment / detachment phase or 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

If a detached unit is detached from a marching unit, 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 provided in the game is a strict limit. 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: Player’s may assign artillery strength points 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. The Manpower value of a substitute is limited.

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.

- 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 non-AoP infantry: the following groups of Union units may not detach units:

- Union West Virginia
- Union Pennsylvania Militia
- Union Baltimore/DC garrison
- Union Harpers Ferry garrison

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.

Ammo: Only Confederate infantry divisions are subject to Ammo requirements (see Optional Rule 19); therefore, a substitute detached from a Confederate division does not have an Ammunition Level and does not get any type of Ammo marker even if the detaching division has one.

Victuals: When units attach to one another, the combined unit has victuals to the average victuals of the two units rounded down.

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.

7.2 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. Artillery units, cavalry brigades, and infantry divisions may not attach.

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 16.
- 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.

Note: The Confederate division Heth starts out at 17 manpower, but if he falls below this value he may not be raised back up to it, nor may other divisions be raised above 16 manpower by attachment.

Determining Status After Attachment

Strength Marker: The unit to which a unit attaches 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.

Substitutes and Artillery Values - Unlike other GCACW games, in RTG substitutes always have an artillery value of 0; they may never be assigned artillery from the active unit. Exception: If using the Special Detachments Optional Rule 18 ignore this restriction for the brigades detaching from Early, Anderson and McLaws.

Victuals – Utilize the victuals of the largest unit type (i.e. division, brigade, regiment). If the two units are of the same type total their victuals and divide by two (rounding down)

7.3 Special Attachment

Subject to the restrictions below, both players' non-substitute infantry regiments and brigades may attach to any friendly infantry unit as long as attachment rules are adhered to. Similarly, non-substitute cavalry regiments may attach to any friendly cavalry regiments.

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 Confederate OOB player aide.

Subject to attachment maximums, units may attach to any unit of the same type (infantry or cavalry) except as follows:

- i) Pa. Militia units may only attach to other Pa. Militia units.
- iii) Balt units may not attach until released at which time they may attach to other Balt units. Balt units may also attach to AoP units if they have been released and Meade has assumed command. Balt units that are not scheduled for release may never attach.

iv) DC units may not attach until released at which time they may attach to DC units. DC units may also attach to AoP units if they have been released and Meade has assumed command. DC units that are not scheduled for release may never attach.

v) HV and WV units may only attach to HV or WV units, respectively, until Meade takes command of the Army of the Potomac at which time they may also attach to AoP units.

vi) The Haupt RR unit may not attach.

8.0 - Union Railroad Movement and Rail Lines

8.1 Eligible Units: Organized Union infantry units at fatigue level 0 in a RR Station

- a) Cavalry and Artillery may not move by rail.
- b) The unit may not be in any enemy ZOC
- c) The unit may not have moved by rail earlier in the turn

8.2 How Rail Movement is performed: To move an eligible unit by rail, the Union player declares a March action. The unit's Fatigue Level is increased by two (not one). 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.

8.3 Rail Movement Maximums: 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.

8.4 Railroad Connections:

A rail line should be considered to run out of York, PA to 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 to 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.

8.5 Off Map Railroad Movement

Subject to the maximums 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, Lancaster, Philadelphia, Back 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 are not blocked by enemy ZOCs or destroyed or damaged RR stations. Each turn during 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.

9.0 - Union Permanent Forts

9.1 Effects of Union Permanent Forts

- Confederate units may not enter or retreat into a hex containing an undestroyed 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.

9.2 Union Permanent Forts and Combat

The Union Forts at the Stone Fort and Fort Washington have intrinsic Combat Values of 2. Stone Fort has an intrinsic Artillery Value of 0 and Fort Washington has an intrinsic Artillery Value of 1. Note that there is no permanent fort in Harper’s Ferry in 1863.

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:

Baltimore Forts:

1-3 = Class 1

4-5 = Class 2

6 = Class 3

Alexandria and Washington Forts

1-2 = Class 1

3-4 = Class 2

5-6 = Class 3

Classification Effects:

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

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

Class 3 = Artillery value of 3
 = 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 marker 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.

9.3 How Union Permanent 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.

9.4 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).

10.0 - Activate Army Leader

The “Activate Army Leader” action enables players to use their army leaders to activate units as normal leaders do in an “Activate Leader” action. The Activate Army Leader action is added to the menu of actions available to the player who takes initiative in each Action Phase.

10.1 Army Leader Activation

The active player may only choose an Activate Army Leader action if all of the following conditions are fulfilled:

- A player’s army leader must be stacked in the same hex as another friendly, non-cavalry leader.
- At least one friendly infantry unit at a Fatigue Level of 3 or less must be situated within the command radius of the army leader.
- If a player successfully executed an Activate Army Leader action in the previous turn, he may not choose an Activate Army Leader action in the current turn.
- Each player may execute an Activate Army Leader action a maximum of once per turn. If an attempt at an Activate Army Leader fails (see below), a player may make a second attempt to perform it in a later Action Phase, but no more than two attempts are permitted per turn.
- For the Union player, Meade has assumed command.

An Activate Army Leader action is attempted as follows:

1) The active player selects an eligible army leader anywhere on the map and rolls a die. This roll may be modified (see below).

- If the modified roll is 4 or more, the Activate Army Leader action fails.
- If the modified roll is 3 or less, the Activate Army Leader action succeeds.

Failure: If an Activate Army Leader die roll fails, the action is over – do not proceed to Step 2 of this procedure. No units gain Fatigue Levels. The player may attempt one more Activate Army Leader action in the current turn, but it may only be attempted in a later Action Phase. A new Action Phase begins, and initiative is determined normally.

Success: If an Activate Army Leader die roll succeeds, the action continues. Proceed to Step 2.

2) The active player must select from 1 to 10 eligible friendly military units. Unlike an Activate Leader action, in which participating units must belong to the active leader's command, the units selected in an Activate Army Leader action may be of any command affiliation. Furthermore, the selected units may be any combination of infantry, cavalry, or artillery. Selected units must be situated within the army leader's command radius and must be at a Fatigue Level of 3 or less. (Exception: A unit may be at Fatigue Level 4 if the pertinent optional rule in Basic Rule 5.2 is in use.)

3) The active player, rolling one die, determines the army leader's Movement Allowance in exactly the same way a normal (non-cavalry) leader determines its Movement Allowance in an Activate Leader action (see Step 3, Basic Rule 5.2). However, if the die roll is a 1, add 1 to the Movement Allowance (so the minimum die roll is a 2 – a die roll of 1 is treated as a die roll of 2).

4) The army leader's Movement Allowance determined in Step 3 applies to each infantry and artillery unit selected in Step 2. The army leader's Movement Allowance determined in Step 3 multiplied by two applies to each cavalry unit selected in Step 2. Place markers on the Movement Track in the boxes corresponding to these numbers.

5) The active player performs Steps 5 to 9 of the normal Activate Leader procedure (see Basic Rule 5.2). The Activate Army Leader action ends when this procedure is completed, and the next Action Phase begins.

Note: The opposing player automatically wins initiative in the next Action Phase (see "Initiative Penalty", below).

The player may not attempt another Activate Army Leader action for the rest of the current turn and throughout the entire following turn. He may attempt an Activate Army Leader action again in the second turn following the current turn.

10.2 Activate Army Leader Restrictions

In an Activate Army Leader action, all units selected in Step 2 are restricted in their activities as follows:

- A marching unit may not attack during its march. Attacks of all kinds are prohibited in an Activate Army Leader action.
- A marching unit may not enter an enemy ZOC (including restricted ZOC) during its march. (Exception: If, in order to exit a given hex, a unit has no choice but to enter an enemy ZOC, it may do so.) A unit may exit an enemy ZOC during an Activate Army Leader action, subject to normal movement penalties.
- Units selected to participate in an Activate Army Leader action may not perform Burn RR Station or Entrench actions.

10.3 Initiative Penalty

If a player's Activate Army Leader action die roll succeeds, the opposing player automatically wins initiative in the Action Phase following the Activate Army Leader action, regardless of the die rolls in the Initiative Segment of that phase.

11.0 - County Control

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

11.1 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 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 included in 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.

11.2 Victory Points - For each County which the Confederate Player controls during the County Control Phase, the Confederate player will receive victory points per Victory Point Section VII and the Victory Points player aide. 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, and thereafter, the player receives the right most value. Double the victory points received for counties controlled 30 days or more after the 1st CSA infantry unit crossed the Potomac (triple in the event of a “Strike Them a Blow” random event)

12.0 - Movement and Attachment Restrictions

12.1 HF, WV, Balt - Unless released pursuant to 3.2, “HF”, “WV” & “Balt” designated units (the Union VIII corps) must remain either north of the Potomac; north of the Shenandoah or in Loudoun county at all times. Balt. designated units may not attach until released and may not attach to AoP units until both released and Meade takes command. HF and WV units may not attach to AoP units until Meade takes command. **In addition, until Meade is placed in command of the Army of the Potomac, a garrison of at least 5 MP must remain in Harpers Ferry. Also, until Meade is placed in command, the depot at Harpers Ferry may not be destroyed or removed by the Union player.**

12.2 DC - Unless released pursuant to 3.2, all "DC" designated units must remain within the District of Columbia or Alexandria County. Exception: “DC” units starting the game in Fairfax or Montgomery county may also remain in (or return to) the county in which they begin the game. Until released, DC designated units may not attach and may not attach to AoP units until both released and Meade takes command.

12.3 PA Militia - The Pennsylvania militia may not exit Pennsylvania unless forced to do so by mandatory retreat rules in which case they may not voluntarily go any further from Pennsylvania. Pa. Militia may only attach to other Pa. Militia units

12.4 Haupt - The Haupt unit may move 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).

13.0 - Supply

Each division sized infantry unit and brigade sized cavalry unit (collectively Unit Requiring Supply or “URS”) now has a separate victual supply which can be indicated on the OOB player aide. (Note per optional rule 18 Confederate Detachments, CSA brigade substitute units are also Units Requiring Supply if such substitute’s division level commander is on the board (e.g. Anderson, McLaws and Early)). All URS may have a maximum of six victuals. All Confederate and Union URS are fully victualled at the start of the game and when they come on the board as reinforcements.

There are four ways by which units may gain victuals during the game: by being near friendly depots, by capturing enemy depots; by foraging in the recovery phase; and (for the Confederate player only) by levying towns. In all cases, players may only gain victuals if they are passive that turn.

13.1 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 Harper’s 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:

Each levied town in Pennsylvania may provide a number of victuals as follows:

LEVIES	Victuals
Carlisle	28
Chambersburg	26
Columbia	25
Gettysburg	12
Greencastle	5
Hanover	8
Harrisburg	67
Littlestown	3
Martinsburg	17
Mechanicsburg	10
New Cumberland	2
Newville	4
Pikesville	8
Shippensburg	9
Taneytown	2
Waynesboro	6
York	43

Although they do not provide victory points, towns levied in Maryland and Virginia provide victuals as follows:

Hagerstown	20
Frederick	40
Rockville	4
Sharpsburg	5
Williamsport	5
Taneytown	2
Westminster	8
Ellicott Mills	8
Laurel	8
Pikesville	8
Bladensburg	2
Towsontown	8
Canton	8
Annapolis	20

Each Baltimore City Hex	20
Martinsburg	17
Harper's Ferry	8

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 depot. 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.

13.2 Supply Status Phase

Determine whether each unit is in Resupply Range

Confederate Resupply Range:

- i) 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.
- ii) 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.
- iii) If, during the Supply Status Phase, a Confederate URS is situated in Orange, Spotsylvania or Caroline County the unit is in resupply range.

Union Resupply Range:

- i) If during the Supply Status Phase, a Union URS is situated in a county which currently contains a Union depot, the URS is within resupply range.
- ii) If, during the supply Status Phase, a Union URS can trace a continuous path of road, pike, or RR hexes of no more than six hexes in length to a Union depot, the URS is within resupply range. The path may not contain enemy units or ZOC unless the ZOC is occupied by a Union unit.
- iii) If during the Supply Status Phase, a Union URS is situated in a county which has at least one RR station without a Damage or Destroy marker, the UR
S 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 (See 11.0).
- iv) If during the Supply Status Phase, a Union URS is situated on the off map naval or railroad displays the unit is within supply range.

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

13.3 Potomac River & Shenandoah Valley Control Phase

Potomac River: In each Potomac River & Shenandoah Valley Control Phase, the Union player determines whether all four 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 Potomac River.

- Williamsport (RTG S0116)
- Sharpsburg (RTG S0525)
- Naval Battery (RTG S0732)
- Leesburg (HCR W3533)

Exception: The Union does not control The Potomac River if a Confederate Pontoon bridge across the Potomac is in existence.

Shenandoah Valley: In each Potomac River & 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)

Effects:

Effects of Union controlling either the Potomac River or the Shenandoah Valley - Decrease the CSA forage value for all counties north of the Potomac River by one.

13.4 Supply Expenditure Phase:

All units expend victuals in the supply expenditure phase as follows:

- Units at zero fatigue which are within resupply range do not expend any victuals in the Supply Expenditure phase.
- All other units expend one victual in the Supply Expenditure phase of each turn.

13.5 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

If the unit is in the command radius of its corps leader (or division leader if playing with Confederate division commanders) it may freely distribute its victuals to any unit in that leader's command radius.

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

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 either the Shenandoah Valley or Potomac River.
- ii) Reduce the CSA forage value for counties north of the Potomac river by one on the 14th turn after the first CSA infantry unit crosses the Potomac River
- iii) Reduce the CSA forage value for counties north of the Potomac river by an additional one on the 20th turn after the first CSA infantry unit crosses the Potomac River.
- iv) (OPTIONAL) Reduce both the CSA and USA forage values for all counties in rain turns.
- v) (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 friendly unit.

13.6 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.**

13.7 Supply Line Repair Phase

During the RR Station Repair Phase of each turn the Union player may attempt to remove a damaged markers from one RR station provided that he has an infantry or engineer unit in 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 occupies hex, +1 if in ZOC of enemy unit. 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 effect RR movement and Union Supply.

13.8 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 number of combat value of 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.

Note: The depot in Harpers Ferry may not be destroyed or removed by the Union player until after Meade takes command.

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) regardless of whether he was successful in destroying the depot. Depots destroyed by friendly units still count for victory point purposes.

Depot Creation / Removal

The Confederate player may choose to begin the game with a depot in Culpepper. The placement of this depot is optional. A Confederate depot may also 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.

A Depot Placement / Removal event occurs during the Depot Creation / Removal phase of the following turns:

- June 8, 14, 20, 26,
- July 2, 8, 14, 20, 26

During each Depot Placement / Removal event, the Union and Confederate players may decide to do one of the following in the subsequent Depot Placement / Removal event:

- Dismantle one Depot.
- Place one depot in an undamaged rail station connected by an uninterrupted railline running to either Alexandria Station, Baltimore Station, Harrisburg, Camden Station or Mount Royal Station.
- Place one depot in any town not connected by an uninterrupted railline running to either Alexandria Station, Baltimore Station, Harrisburg, Camden Station or Mount Royal Station on its depot build side or turn a depot on its depot build side to its depot complete side provided that the town is in a county or in a county adjacent to a county with a undamaged rail station connected by railline running to either Alexandria Station, Baltimore Station, Harrisburg, Camden Station or Mount Royal Station

Players secretly record their decisions and implement them at the beginning of the next Depot Placement / Removal event.

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 (See 11.0). Note: Per Rule 16.1, the Union depot in Harpers Ferry may not be scheduled to be removed or destroyed until after Meade takes command.

During the following Depot Placement / Removal event, depots scheduled for removal are removed provided that they have not been captured and depots scheduled for placement are placed. However, in order to be placed the location of a Union depot must again meet the criteria set forth above for scheduling its placement. If possible, the player must remove or place the designated depots. With the exception of the Harpers Ferry Union depot (See Rule 16.1), depots may be destroyed by friendly units at any time pursuant to the depot destruction procedure set forth above. However, in such instance, the opposing player would receive victory points for such destruction (which would not occur if the depot had been removed).

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.

14.0 - Strategic Structures

14.1 C&O Aqueduct: Pursuant to Rule 17.2 of the Standardized Rules, the C&O Aqueduct is destroyed as if it were a permanent bridge.

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

14.3 Pennsylvania and Maryland State Capitols: The Pennsylvania (Harrisburg) and Maryland (Annapolis) State Capitols are destroyed if an eligible unit performs a burn RR station in the hex (either destroyed or damaged). Doing so destroys both the Capital and damages or destroys the RR station. Also the Pennsylvania State Capitol may be destroyed if Confederate units with a combined artillery strength of at least two and at zero fatigue occupy Fort Washington.

14.4 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 (see Section VII)

15.0 – Army Demoralization

15.1 Demoralization Level

The Army of the Potomac'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 brigades) and USA Cavalry Corps (Consisting of all AoP cavalry brigades)
- For the Union, the number of AoP infantry divisions which are currently at demoralization level 1.
- For the Union, the number of AoP infantry divisions which are currently at demoralization level 2 times two
- For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 1 **times two**.
- For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 2 **times four**
- For the Union, the total number of combat losses **in Army of the Potomac units** (including both infantry, cavalry and artillery) 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)

Army of the Potomac units include all units other than those designated as DC, Balt, WV, HF, PA or RR.

The following units are **not** treated as being in a corps for purposes of the above calculation:

- Union: DC, WV, HF, PA, & RR designate units
- Confederate: Richmond Garrison, 54 NC and 58 VA

Eliminated Units are not considered to be routed for purposes of the above calculations. 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 Union cavalry 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.

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 cavalry brigade 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

15.1 Demoralization Effects

If an army's demoralization level is 8 or greater, Army Disorder occurs immediately. From this point until the time at which the side's Army Demoralization is less than 8 the player subtracts one from all attack combat die rolls for all units (whether or not part of the ANV or AoP).

The occurrence of Union Army Disorder constitutes a Hooker Questioned Event (see 16.2 below)

If a side's Army demoralization level is 11 or greater Army Panic occurs immediately. From this point until the time at which the side's Army Demoralization is less than 11 the player subtracts one from all combat die rolls for all units (whether or not part of the ANV or AoP).

If the demoralization level is 14 or greater and at least one of its infantry divisions is demoralized, Flight occurs and the game ends **immediately** in a decisive victory for the opposing player.

16.0 – Leadership / Leaders

16.1 Hooker

Hooker begins the game in charge of the Army of the Potomac. As long as he remains in command, the following restrictions apply to the Union player:

- a) The Union player may not conduct grand assaults
- b) The Union player may not conduct Activate Army Leader actions.
- c) Harpers Ferry must be garrisoned by at least 5 Manpower Points
- d) The depot in Harpers Ferry may not be removed or destroyed by Union units.
- e) Army of the Potomac units may not attach non-Army of the Potomac units.

16.2 Hooker Questioned / Meade Assumes Command

Meade assumes command in the next leader transfer phase after the third occurrence of a Hooker Questioned event. A Hooker Questioned event occurs with any of the following:

- a) A Hooker Questioned Random Event
- b) The CSA player achieving 75 victory points
- c) The occurrence of Union Army Disorder

Upon Meade assuming command:

- a) Replace the Hooker army leader counter with the Meade army leader counter
- b) Replace the Meade corps leader counter with the Sykes corps leader counter
- c) Replace Crawford DC counter with Crawford V Corp counter – Crawford immediately becomes part of Union V corps and does not need to be released
- d) Replace Stannard DC counter with Stannard I Corps counter – Stannard immediately becomes part of Union I corps and does not need to be released
- e) Place the Couch PA corps leader counter with any Pa. militia unit
- f) Replace the French division unit with the Hays (AoP) division unit with the same manpower
- g) Replace the Hays (DC) brigade unit with the Willard (DC) brigade unit with the same manpower
- h) Cavalry reorganization:
 - i) Replace Whiting with Merritt
 - ii) Replace Davis with Gamble
 - iii) Replace diCesnola with Huey
 - iv) Replace Wyndam with McIntosh
 - v) Replace Copeland with Custer
 - vi) Replace DeForest with Farnsworth
 - vii) Remove Price and disperse its manpower to either Custer or Farnsworth.
 - viii) Remove Kilpatrick and disperse its manpower to the nearest Union AoP Cavalry units with a manpower of 2 or less – no more than 1 manpower per unit.
 - ix) Place Buford with Gamble, Gregg with McIntosh, and Kilpatrick with Farnsworth.
 - x) Remove Pleasanton from the game
- i) Begin rolling for the DC/Balt. release (if this has not already occurred)
- j) All restrictions set forth in 16.1 above are ended.
- k) During the turn on which Meade arrives, the Union player suffers Command Paralysis
- l) WV & HF units may now attach to AoP units
- m) Balt & DC units may now attach to AoP units provided they have been released
- n) If playing with the Multiple Commanders Optional Rule, the Union must select a new overall commander
- o) Replace Confederate cavalry unit W.H. Lee with Chambliss

Note: Units replacing other units should be given the same status (Fatigue, Organization, Exhaustion, Supply, Ammo, & Demoralizations) as the unit which they are replacing.

(Designer note – a number of the above changes did not occur as a result of Meade assuming command but occurred around this time. In addition, the cavalry reorganization did not occur precisely as set forth above with simple changes of command. Both have been simplified and included as part of the Meade

Assumes Command event for ease of play purposes. Finally, Chambliss replaced WH Lee after the latter was wounded. However, rather than introducing another rule just to deal with this eventuality I have simply included this replacement as part of Meade taking command.)

16.3 Garrison Commanders – There are three Union garrison corps commander counters: Schenck, Heintzelman and Couch. Couch, Heintzelman and Schenck act as corps commanders for the Pa. Militia, DC Garrison and the VIII Corp (HF, WV, Balt designated units) respectively. Heintzelman may never leave the DC defense area (Washington & Alexandria County). These leaders act as normal corps commanders except that during a corps activation, units under their commands do not receive the +1-movement bonus. Additionally, cavalry units and infantry units may not be combined in a single corps action. Finally, they are not considered part of the Army of the Potomac and thus may not participate in Grand Assaults or in Army Marches.

16.4 Pleasanton – Treat Pleasanton as a Union Division Cavalry Commander with the exception that he may command any two Union Cavalry units regardless of division designation.

16.5 Leadership Anomaly - If a cavalry unit and an infantry unit of greater manpower occupy the same hex during combat, utilize the infantry unit's tactical rating.

17.0 - Strategic and Remote Movement

17.1 Strategic Movement When 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.
- 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)	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	11 (9)	16 (12)
3	16 (13)	24 (18)
4	22 (18)	32 (24)

(#) If Passive

3. Units moving strategically roll regularly for disorganization with the following modifiers:

	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

17.2 Remote Movement

With the other player's permission, a player may move any unit more than 8 hexes from an enemy unit without having the initiative. 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.*)

VI) OPTIONAL RULES

The following are optional rules to be added at the player's discretion.

_____ 18.0 Confederate Detachments: (pro-Confederate)

During the Gettysburg 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 Gettysburg game, players have the option of adopting the Confederate Division Leader rule originally set forth in Stonewall's Last Battle. 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 three Confederate divisions: Anderson, Early and McLaws.

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

- Anderson – Perry, Posey, Mahone, Wilcox, & Wright
- Early – Gordon, Hoke, Smith & Hays
- McLaws – Kershaw, Semmes, Wofford, & Barksdale

18.2 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 phase of each turn.

18.3 Use of Division Leader Counter - If a substitute is detached from one of these three 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 together into the division size unit. In this case the division leader is immediately removed from the map regardless of its location. If more than two units attach at the same time assign all unit statuses (e.g. fatigue, ammo, demoralization exhaustion, entrenchment) based on the status of the largest unit prior to the merger. If two units are the same size the Confederate player may employ the most favorable status.

18.4 Artillery - Unlike other standard substitutes, these special substitutes may possess non-zero Artillery values as printed on the unit. 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 Confederate OOB player aide.

18.5 Effect on Demoralization level - The Confederate Player may not use the Substitute Unit rules to avoid demoralization effects. If a routed or out of supply division is replaced by a brigade, such brigade shall be treated as a division sized unit for the purpose of determining Confederate morale.

18.6 Supply CSA brigade substitute units are also Units Requiring Supply if such substitute's division level commander is on the board (e.g. Anderson, McLaws or Early). Begin tracking victuals at the moment the leader appears on the board, the number of victuals remaining for each substitute is equal to the current victual level for Anderson, McLaws and Early's division unit. If a unit's division leader is removed from the board, stop victuals for that unit.

_____ 19.0 Ammunition - (pro-Union)

Ammunition only affects Confederate infantry divisions. To function at full effectiveness, these units must not be at either Low Ammunition or Out of Ammunition.

19.1 Ammunition Expenditure & Reduction

The Confederate Player records ammunition expenditure for each infantry division on their Ammunition Tracks on the map. All Confederate divisions have 3 boxes, each of which represents one Ammunition Level. Use a spare game marker for each of these units to track its Ammunition Level. At the start of the game, no marker should be on any of the tracks and no unit should have an ammunition marker. When a unit's marker moves from off the track to the 1st space on its track (level 1), there is no further effect. When a unit's marker moves to the 2nd space (level 2) on a track, that unit is at Low Ammunition and should have a Low Ammo marker (add one if it has no marker). If the marker moves from the 2nd space on the track to the 1st space, then the unit's Low Ammo marker is removed. When a unit's marker moves to the 3rd space (level 3) on a track, that unit is Out of Ammunition and it should have an Out of Ammo (OOA) marker. A unit may never have both a Low Ammo and an OOA marker at the same time: if a unit's marker moves from its 2nd to 3rd spot or vice-versa, then its ammunition marker is flipped appropriately from its Low Ammo to OOA side, or vice-versa.

19.2 How Ammunition Is Expended

When a Confederate division receives a "D" (Disorganized) result in combat, whether attacking or defending, it gains one Ammunition Level. The Confederate player moves the unit's ammunition marker one space numerically higher (i.e. from level 1 to level 2) along its Ammunition Track - if the unit does not have an ammunition marker on the track, then one is put on the track in the first space (level 1). Exception: a unit receiving a "D" result which already has its marker at the 3rd space on its track is already Out of Ammunition and cannot lose another Ammunition Level. A unit engaging in combat which does not receive a "D" result does not lose an Ammunition Level. If several units are attacking or defending in the

same combat and they receive a “D” result, they each gain one Ammunition Level. Units may never lose more than one Ammunition Level per combat, although they may lose more than one per turn.

19.3 Effects of Being at Low Ammo or Out of Ammo

A Confederate infantry division which is at Low Ammunition or Out of Ammunition should have a Low Ammo or OOA marker respectively. A unit which has either ammunition marker does not suffer any penalties in the Recovery Phase and does not have an additional extended march modifier.

In LRTG, a unit which has a Low Ammo marker is penalized as follows:

- Its Artillery Value is halved in both attack and defense. Round fractions up (e.g. an artillery value of 3 halves to 2; if several units in a combat have Low Ammo then round up after summing their values).

In LRTG, a unit which has an OOA marker is penalized as follows:

- Its Artillery Value is 0 in both attack and defense.
- A unit which is also demoralized may not attack.

19.4 Confederate Ammo Train Ammunition Replenishment

During the Random Events Phase, the Confederate player may be able to replenish some of his infantry divisions’ ammunition if he obtains a “Confederate Ammunition Train” result (subject to the conditions of this result). In this event, he may immediately move ammunition markers on the Ammunition Tracks a total of five Ammunition Levels lower (not 5 per unit but 5 total for all units). The markers’ movements may be applied to several units, as the Confederate player wishes, as long as a total of no more than five levels are reduced. For example, if 3 units each have their ammunition marker at their 3rd level on the OOA box, the Confederate could move one unit’s marker off its track for 3 levels reduced and then reduce each of the other two units’ levels by one level each to their 2nd level on the track (the Low Ammo level). As a unit reduces its Ammunition Level, if it has an OOA or Low Ammo marker, the marker is changed per section 9.1.

Confederate Replenishment Restrictions

- Any Ammunition Replenishment not used in the Random Events Phase it is obtained in is lost – none may be carried over to subsequent turns. Exception: An Ammunition Train result may be postponed in certain situations per section 3.2.
- Units selected for replenishment must be in the same or any adjacent county as the one occupied by the army leader Lee.
- If all six hexes surrounding a Confederate unit are Union occupied or in Union ZOC (exception: a Confederate unit in a hex cancels a Union ZOC for this purpose) or impassable from the hex of the Confederate unit, the Confederate player may not reduce that unit’s Ammunition Level.

19.5 Depot Ammunition replenishment

In addition to gaining ammo from ammunition trains, Confederate units may draw ammo from captured depots if they are in the same county as the depot and the depot’s ammunition has not been fully depleted. Such ammo is distributed in the Forage / Resupply Phase of each turn.

19.6 Depot Ammunition allotment

Depots are allotted the following amounts of ammunition at the beginning of the game or when created:

- 12 for the depot at Harpers Ferry
- 15 for the depot at Alexandria
- 15 for the depot in Baltimore
- 6 for any other depot

Captured depots deplete their ammunition supply as it is dispersed to units. Keep track of each depot’s current ammunition allotment on a separate sheet of paper. However, do not remove a depot once its ammo is fully depleted since they can still be used for virtual supply.

20.0 - Limited Intelligence (neutral)

Utilize the Limited Intelligence rules from the Standardized Rules with the following modifications:

The Confederate player is allowed to have 12 dummy / force markers in play as long as a majority of Confederate infantry corps commanders are south of the Potomac river and 6 once a majority of Confederate infantry corps commanders are north of the Potomac.

The Union player is allowed to have 6 dummy / force markers in play as long as a majority of Union infantry corps commanders are south of the Potomac river and 12 once a majority of Union infantry corps commanders are north of the Potomac.

21.0 Multiple Commanders (neutral)

21.1 Division of Command

At the start of the game, the players from each side select a overall commander who controls that side's army commander. In addition, the players divide that side's forces amongst themselves. Forces may be divided in any manner in which they see fit as long as all subordinate players command at least as many corps as the commanding player. For purposes of his rule, treat all Union units with the following designations as separate "corps":

- 1) All "DC" designated units (Gen. Heintzelman)
- 2) VIII Corp - All "Balt", "WV" & "HF" designated units (Gen. Schenck)
- 3) All "PA" units (Gen. Couch)

No subordinate may be given command of more than one of the DC, VIII and PA "corps"

The three Union AOP cavalry divisions may be treated as a separate corps or assigned to three separate commanders.

Treat all CAV designated Confederate units as a separate corps. This Corps may not be commanded by the Confederate overall commander. Non-CAV designated Confederate cavalry units may be commanded by any commander other than the commander of the CAV designated Confederate units.

Richmond and Confederate Reinforcement infantry units may be commanded by any one commander.

Subject to the above restrictions, players may trade control of units during the leader transfer phase. However, if a unit changes control, it gains a fatigue.

One subordinate 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 roll for forage and then doing so.
- Deciding to levy a town (Confederate only)
- Distributing victuals from captured depots and levied towns
- Foraging
- Tracking Potomac river and Shenandoah Valley Control
- Determining, with the Overall commander, whether to go Passive or Operational

In exchange for performing the above duties, the quartermaster general of each army shall be entitled to emoluments of office as determined by the players (free refreshments, pizza, etc.)

After a side's forces are divided, place that side's army commander with an AOP or ANV infantry corps commander controlled by the commanding player. Each subordinate player shall then designate a corps commander to be his wing commander. This wing commander shall act as the subordinate's communications center and cannot be changed to the control of another player.

Upon gaining the initiative, a side's commanding player may either pass, use the initiative, or defer it to a subordinate player. If deferred to, the subordinate player may either use the initiative or defer back to the commanding player. If the subordinate defers, then the commanding player must then either activate a unit, defer to another subordinate, or pass.

21.2 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 solitary access to the gameboard). If their wing commanders are within 8 hexes of one another at that time or their side is Passive on the turn they may communicate verbally and in private. If they are Operational and their wing commanders are more than 8 hexes distant they must communicate via written communications. Commanders may send more than one communication to a commander per turn as long as they stay within the 10-minute time window. For written communications, the opposing player secretly rolls two dice.

11 or 12 – Opposing commanding general may secretly read the message and either destroy it or deliver it to the intended recipient.

10 – Message is destroyed (treat as roll of 12 during a spy random event)

9 – Message destroyed if wing commanders are 16 or more hexes apart (treat as roll of 12 for spy random event). Otherwise message is delivered

8 or less – Message is delivered

Players may also communicate via written communication during the action cycle if their commanders are within three hexes of one another and provided that their side does not currently have the initiative. Do not roll for interception / loss.

Option 2: Friendly – Commanders may communicate with one another privately during the communications phase for a maximum of 10 minutes. 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 provided that they do not delay play.

Option 3: Hybrid - Commanders may communicate with one another privately during the communications phase for a maximum of 10 minutes (Each side receives five minutes solitary access to the gameboard).. Players may not communicate verbally during the action cycle. Commanders within each other's command radii may pass notes but only when their side does not have the initiative. Players should agree whether such communications are subject to interception per the above.

22.0 - Time Limitation (neutral)

Designer Note: The Long Road to Gettysburg is an admittedly long game to play. These time limitation rules are designed to speed play by making it impossible for players to spend inordinate amounts of time analyzing each particular move. Instead players are forced to move quickly and devote the majority of their time and attention to the most important activities of their armies. Play testing with this rule has elicited positive reactions from players who have found that it not only speeds play but also adds tension to the game as players are pressured to think quickly under pressure – an important trait of any successful general of this era.

22.1 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:

- 9 minutes
- - 3 minutes for being Passive
- 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

22.2 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) 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, or the previously hidden enemy unit has been placed on the board.

22.3 Effect of having no time remaining.

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

22.4 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 three time chits and receive one time chit during any turn in which they choose to be Passive up to a maximum of eight chits. Passive players may not use time 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 17.2 above) if using time clocks.

23. 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 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
- 4) The forage value of a county shall be increased by one during rain turns.

VII) VICTORY POINTS

The Confederate and Union Players gain victory points as follows. (See the Victory Point Player aide 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 days after 1st CSA infantry crosses the Potomac. Do not double / triple victory points already received prior to 30 days 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:

- +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 Aquia Creek Station, Camden Station, Harrisburg
- +8 Harpers Ferry
- +6 Martinsburg, Winchester, Frederick, Manassas Junction
- +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 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 1st destroyed RR station on the line between Baltimore Depot (DC) & Camden Station, Baltimore.
- +10 1st destroyed RR station on the line between Baltimore Depot (DC) & Annapolis Baltimore.
- +5 Each additional station on line between DC & Baltimore or DC and Annapolis.
- +10 1st destroyed station on line between Mt. Royal Depot and Harrisburg
- +10 1st destroyed station on 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:

- +3 Destruction of Camp Curtin or Harrisburg station: +3
- +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 destroys 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 aqueduct.
- +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)
- +3 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 t Frederick Junction may not be destroyed
- +0 for the destruction of all other bridges across minor rivers

5) LEVIES

- +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) DISORDER / PANIC:

+15 if Union Army Disorder has occurred at any time during the game (+30 if currently in Disorder)

+10 if Union Army Panic has occurred at any time during the game (+20 if currently in Panic)

-15 if Confederate Army Disorder has occurred at any time during the game (+30 if currently in Disorder)

-10 if Confederate Army Panic has occurred at any time during the game (+20 if currently in Panic)

Note: Awards 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.

8) FALL OF VICKSBURG

-10 on the Occurrence of the Fall of Vicksburg Random Event

VIII) SCENARIOS

1) HIGH TIDE OF THE CONFEDERACY (Short Game)

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

2) **GAME START:** June 3, 1863

3) **INITIAL MOVEMENT RESTRICTIONS:** No units may attack or entrench during the first three turns of the game.

Furthermore, no units may activate during the first three turns of the game except as follows:

a) All Confederate infantry units may activate normally on turns 1 and 2. Both Confederate Cavalry and Infantry may move on turn 3.

b) After the Confederate player has completed all of his activations for a turn, the Union player is allowed to activate (up to fatigue level four) the units of one infantry corps or one cavalry division for each Confederate corps (including the cavalry corps – including Jenkins) which moved one or more units that turn. In addition, the Union player is allowed to activate additional corps/divisions as follows:

i) If there are less than three full (i.e. original strength) Confederate infantry divisions (either as a division or broken into its constituent brigades) within 5 hexes of Fredericksburg – the Union may activate 1 infantry corps or cavalry divisions.

ii) If there are no full Confederate infantry divisions within 5 hexes of Fredericksburg – the Union may activate 2 additional infantry corps or cavalry divisions) (Total of 3 corps / divisions if both i & ii are true.)

Union units of activated corps may utilize strategic and naval movement. In addition, any Union unit from a corps designated for activation may build bridges or entrench per the standard rules.

No Union unit may move into Caroline, Spotsylvania, Orange, Culpepper, Rappahannock, or Warren counties.

Play note: The Players should consider activating units up to 4 fatigues (by strategic or regular movement) on one turn and then resting these units on the following units while moving other units

All movement restrictions on Confederate and Union units are lifted at the start of the fourth turn or at the moment a Confederate unit moves outside of Caroline, Spotsylvania, Orange, Culpepper, Rappahannock or Warren counties.. Immediately begin rolling for activations. For purposes of the above rules treat hex SJW W0618 as being part of Warren County.

4) **RANDOM EVENTS AND UNION REINFORCEMENTS** – Do not roll for Random Events or Union Reinforcements during the first three turns of the game.

5) **OTHER ACTIVITY** - With the exception of the foregoing all other activities occur normally during turns 1 -3 including Operational / Passive declaration, Naval Movement, Supply Expenditure, Forage / Resupply, etc.

6) CHATHAM BRIDGE:

Assume that Chatham bridge has been destroyed.

7) CONFEDERATE REINFORCEMENTS:

In addition to the Richmond Garrison and Confederate Reinforcements which arrive pursuant to the Random event rules, the Confederate player receives the following reinforcements:

- a) Pickett arrives on turn 4 on the south map edge in any hex whose first two digits begin with 20xx or higher.
- b) Pettigrew arrives on turn 4 on the south map edge in any hex whose first two digits begin with 20xx or higher.

8) 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 June 30.
- 2) At the end of the July 7 turn
- 3) The Union or Confederate player wins an automatic victory (see victory determination)

VICTORY DETERMINATION

1) Automatic Victory:

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

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

CSA Marginal: The Confederate player has won an automatic marginal 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 Disorder or Panic, and
- b) The Confederate player has a current total of at least 160 victory points

The Confederate player then has the option to end the game (for as long as the above continues to be true) or continue the game to attempt to win a substantive or decisive victory.

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

Union Marginal: The Union player has won an automatic 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 demoralization level is at least two greater than the Union army demoralization level.

The Union player then has the option to end the game (for as long as the above continue to be true) or continue to attempt to win a substantive or decisive victory.

2) 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 June 28 or at the end of the July 7 turn). 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

2) - THE GETTYSBURG CAMPAIGN (Full Campaign)

All of the rules from Scenario 11 shall apply with exception of the following substitutions:

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 June 30.
- 2) The Union or Confederate player wins an automatic victory (see victory determination)
- 3) At the end of the July 31 turn

VICTORY DETERMINATION

1) Automatic Victory:

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

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

CSA Marginal: The Confederate player has won an automatic marginal victory if all of the following are true in the Victory Check Phase:

- The Army of the Potomac is currently in a state of Disorder or Panic, and
- The Confederate player has a current total of at least 160 victory points

The Confederate player then has the option to end the game (for as long as the above continues to be true) or continue the game to attempt to win a substantive or decisive victory.

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

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

- The Army of Northern Virginia is currently in a state of Disorder or Panic
- The Confederate demoralization level is at least two greater than the Union army demoralization level.

The Union player then has the option to end the game (for as long as the above continue to be true) or continue to attempt to win a substantive or decisive victory.

2) Final Victory Levels:

If neither player has gained or declared an automatic victory per the above 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). 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
130 – 169 - Union Substantive
Less than 130 - Union Decisive

CONFEDERATE SET-UP

<u>Unit</u>	<u>Corp</u>	<u>Strength</u>	<u>Location (Map)</u>
Lee	-	-	4331 (SJW -South)
Longstreet	1	-	SS4331
Pickett	1	12	Reinforcement Turn 4 - South map edge east of hex row 20xx
McLaws	1	15	SS4331
McLaws & subordinates			Optional Detachment rule
Hood	1	16	SS2030 - Verdierville
Ewell	2	-	SS4531 - Hamilton's Xing
Rodes	2	16	SS4531 - Hamilton's Xing
Early	2	13	SS4532
- Early & subordinates			Optional detachment rule
Johnson	2	14	SS4430
Hill	3	-	SS4028 - Salem Church
Pender	3	14	SS4028 - Salem Church
Anderson	3	15	SS3928
- Anderson & subordinates			Optional Detachment Rule
Heth	3	13	SS4029
Pettigrew	3	4	Reinforcement Turn 4 - South map edge east of hex row 20xx
6 Va	Cav	1	SS4228 Sunken Road
Stuart	Cav	-	SS2116
Jones	Cav	3	SS2116
Robertson	Cav	2	SS2417
Hampton	Cav	4	SS1918
W.H. Lee	Cav	3	SS1914
Chambliss	Cav	-	Replacement for WH Lee
F. Lee	Cav	3	SS1710 - Oak Shade
Jenkins*	Cav	3	SN0214 Front Royal
Richmond Garrison Units	Rich	4,4,4,4	Reinforcement Chart
Imboden*, 54 NC, 58 NC and 12 VA*		3,1,1,1	Reinf. Chart: Imboden, Box 1, 54 NC Box 2, 58 VA Box 3, 12 VA box 4
3 Time Chits			Per Time Clock Optional Rule.

Confederate Depot: Culpepper (placement optional)

NOTES TO SET-UP CHARTS

SS – Stonewall Jackson's Way - South Map

SN - Stonewall Jackson's Way - North Map

HW – Here Come the Rebels - West Map

HE – Here Come the Rebels - East Map

RS – Roads to Gettysburg – South Map

RN - Roads to Gettysburg – North Map

* Jenkins, Imboden and 12 VA may not be activated by Stuart

(1) Upon Lockwood's release, he is considered part of the AOP XII Corp.

(2) Crawford is considered a DC unit until released or Meade takes command., at which time he becomes part of the AOP V Corp – replace with his V corps counter.

(3) Stannard is considered a DC unit until released or Meade takes command, at which time he becomes part of the AOP I Corp.- replace with his I corps counter

(4) At least five manpower points must remain in Harper's Ferry until Meade assumes command.

UNION SET-UP

Unit	Corps	Strength	Location (Map)
Sedgwick	VI	-	SS4929 (SJW - South)
Wright	VI	9	SS4929
Howe	VI	8	SS4930 - Snowdon
Newton	VI	11	SS4830
Meade	V	-	SS4927
Ayres	V	8	SS4927
Barnes	V	7	SS4826
Reynolds	I	-	SS4828
Wadsworth	I	8	SS4828
Doubleday	I	5	SS4728
Robinson	I	6	SS4627
Howard	XI	-	SS4525
Schurz	XI	6	SS4525
Steinwehr	XI	5	SS4625 - Boscobel
Barlow	XI	5	SS4524
Sickles	III	-	SS4527
Humphries	III	11	SS4527
Birney	III	11	SS4426 - Falmouth
Art. Res. I	AoP	2	SS4426 - Falmouth
Art. Res. II	AoP	2	SS4527
Art. Res. III	AoP	2	SS4627
Slocum	XII	-	SS4520 - Stafford Ct. House.
Williams	XII	7	SS4520 - Stafford Ct. House.
Geary	XII	8	SS4419
Lockwood	XII ⁽¹⁾	3	Reinforcement (HE 2050)
Hooker	Army Leader	-	With any AoP Corps commander
Hancock	II	-	SS4326
Gibbon	II	7	SS4326
Caldwell	II	7	SS4225
French	II	5	SS4125
Hays	II		Per Hooker Replacement Rules
Whiting	C 1st	2	SS4423
Davis	C 1st	2	SS4524
Devin	C 1st	2	SS3409
diCesnola	C 2nd	3	SS3007
Gregg	C 2nd	2	SS3108 - Warrenton Jct.
Wyndam	C 3rd	3	SS3208
Kilpatrick	C 3rd	3	SS3309
Replacement Cav ldrs and units	-	-	Per Hooker replacement rules
Pleasanton	C leader	C	With any AoP Cav unit
1 CT	Balt	1	Mt. Royal Depot (HCR E 3013)
7 NY	Balt	1	HE3115 Camden Station
Briggs	Balt	5	HE2518 - Relay House
6 NY	Balt	1	HE3014 Mt. Claire Station
1 MD Cav	Balt	1	HE2736 - Mitchelville
109 NY	Balt	1	HE2223- Annapolis Jct.
3 MD PHB	Balt	1	HE3932 - Annapolis
179 PA	Balt	1	York (RTG N)5826

Unit	Corp	Strength	Location (Map)
Schenck	VIII (WV/HF/Balt)	-	HE3115 - Camden Station
Morris	HF	6	Naval Battery (RTG S 0732)
Kenly	HF	5	RS0632 - Harpers Ferry ⁽⁴⁾
B. Smith	HF	3	Martinsburg (HCR W 1314)
13 PA	HF	1	HW0331
Elliott	HF	4	HW0330 - Winchester
1NY/12P	WV	1	HW0133- Kernstown
Ely	WV	4	HW0332 - Winchester Toll Hse.
Pierce	WV	4	HW1332 - Berryville
Mulligan	WV	3	WV Reinforcement Box #1
Campbell	WV	3	WV Reinforcement Box #2
Wilkinson	WV	2	WV Reinforcement Box #3
Haupt	RR	1	Ellicott Mills (HCR E 2116)
Jewett	DC	1	Poolesville (HCR E4431)
39 MA	DC	1	HE0838 - Georgetown
Wells	DC	4	HE1236 - Military Asylum
2 MA	DC	1	HE1034 - Ft. Stevens
Heintzelman	DC	-	HE0939 - White House
Casey	DC	1	HE0939 - White House
Fessenden	DC	2	HE1141 - US Arsenal (DC)
Stannard	DC ->(I) ⁽³⁾	4	HE1240 - Navy Yard
Hays	DC	4	HE1140 The Capitol
Willard	DC		Per Hooker Replacement rules
Sickel	DC	3	HE0944 - Alexandria
Crawford	DC ->(V) ⁽²⁾	6	Fairfax Sta. (SJW N 5020)
De Forest	DC	2	SN5017 - Fairfax Ct. House
Copeland	DC	2	SN5116 - Flint Hill
Price	DC	1	SN5018 - Farris Crossroads
Spinola	DC	4	Reinforcement (S. Chesapeake sea box)
Knipe	PA	1	Chambersburg (RTG N 0929)
Yates	PA	3	RN4909 - Harrisburg
Brisbane	PA	5	PA Reinforcement #1
J. Smith	PA	5	PA Reinforcement #2
Ewen	PA	4	PA Reinforcement #3
Crooke	PA	3	PA Reinforcement #4
Frick, Franklin, Nagle, Beaver, 20 PA, 21 PA	PA	3,11,10,7,1,1	PA Reinforcements #5 - #10
Meade (Army)	AOP	-	Per Hooker Replacement rules
Couch, Hays, Willard	PA	-	Per Hooker Replacement rules
3 Time Chits			Per Time Clock Optional Rule.

Union Depots:

Alexandria – HE0944
Aquia Creek Sta. - SS5021
Winchester - HW0330
Harpers Ferry - RS0632 (May not be destroyed or removed until Meade takes command)
Martinsburg - HW1314
Baltimore Depot - HE1139
Camden Station – HE3115
Mt. Royal Depot – HE3013

Harrisburg - RN4909

Frederick HE 2826

Manassas Junction

Damaged RR Stations:

Winchester & Potomac RR

Charlestown, Stephens Depot

Orange & Alexandria RR

Rappahannock Station,

Brandy Station

Western Maryland RR

Tank Station, Owings Mills

Loudoun & Hampshire RR

Guilford Sta., Vienna, Thornton

Hanover Branch RR

Granite Hill Station, Smith Station

Cold Spring Station, Sell Station

Cumberland Valley RR

Scotland

Manassas Gap

Linden Station, White Plains,

Piedmont Depot

IX) DESIGNER NOTES

As a devoted player of the Great Campaigns of the American Civil War series, it is difficult for me to pick one game or scenario which I can rank above all others in this series. However, if I were to choose, the “Gettysburg Campaign” in Roads to Gettysburg, would be among my favorites. Not only does the RTG campaign game pit the two great Civil War armies against each other at a time when both were in their prime, it also grants players freedom of movement across the entirety of Charlie Kibler’s beautiful maps of southcentral Pennsylvania and Maryland.

Of course, true to my tinkering nature, no sooner had I received Roads to Gettysburg than I began working on a set of rules to join the maps from this game with the maps of the other games in this series in order to encompass the entire area covered by the historical Gettysburg campaign; from the Union and Confederate camps around Fredericksburg to Ewell’s penetration to the environs of Harrisburg. At the same time, I also began experimenting with ways to add additional features to the existing “Gettysburg Campaign” game.

The first of my goals in designing the Long Roads to Gettysburg was to introduce mechanisms which could bring about a battle similar to the one which actually occurred at Gettysburg. Based upon my experience, most RTG campaign games develop into a cat and mouse game, in which the Union plays the cat trying to bring the Army of Northern Virginia into a knock-down, drag out fight and in which the South plays the mouse trying to scoop up as many victory points as possible while avoiding a major engagement. Although this produces an exciting game, it will almost never produce a Gettysburg like battle in which the ANV attempts to achieve a decisive battlefield victory over the Union.

In analyzing this situation, it is first necessary to understand the actual mechanisms which brought about a battle of the magnitude of Gettysburg; chief among these being the objectives of Robert E. Lee. Although Lee’s actual rationale for invading Pennsylvania will be forever debated, there is considerable evidence that what he sought was one final great battle with the Union in which the Army of the Potomac would be again routed and the North would sue for peace. By moving into Pennsylvania, Lee’s objective was neither to gain permanent control of northern territory nor to simply raid the northern countryside. Instead, Lee’s invasion was designed to force the Army of the Potomac to leave its prepared positions around Fredericksburg. Lee then hoped to strike at individual elements of the marching Union Army, starting a chain reaction rout in which one routed corps would fall back through its following counterpart, which, having been disrupted, would in turn be attacked and routed.

It is impossible to determine whether, if executed correctly, Lee’s plan for the rout of the Union army could have been accomplished and whether, even if successful, such a rout would have forced the North to the bargaining table. However, in my opinion, if one wishes to produce a game which could follow the rough outline of the historical Gettysburg campaign, one must assume that Lee’s strategy was not fundamentally flawed and develop rules which reward players who successfully accomplish his objectives.

My second goal in designing the Long Roads to Gettysburg was to take advantage of the additional maneuvering room created by combining a number of the maps from the GCACW series in order to present the Confederate player with a number of different strategic options. Historically, Robert E. Lee was forced to choose between several different alternatives. Ultimately, his decision to invade Pennsylvania turned out to be a bad one. I do not believe the gamer should be predestined to make the same mistake.

My final goal in designing the Long Roads of Gettysburg was to address the arbitrary end date set forth in the original scenario rules by creating mechanisms in Scenario 12 to end the game which are not strictly tied to a set specific end date.

The foregoing rules are an attempt to address the goals which I have just set forth.

First, they provide a significant reward for a Southern player who can decisively defeat the Army of the Potomac. In so doing, they allow for (but do not compel) a grand, stand-up battle similar to the one which actually occurred at Gettysburg.

Second, by incorporating a number of the maps of the Great Campaigns Series; by taking the armies back to their historical June 3 jump off positions; and by providing victory points for a variety of historical objectives, the Confederate player is given a host of strategic options to exploit while the Union player is given a like number to defend against.

Finally, they introduce mechanisms which are designed to bring about an historical end of the Gettysburg campaign. These primarily consist of “victual” supply rules which will limit the Army of Northern Virginia’s ability to stay in the field north of the Potomac. Thus, although one of the campaign scenarios ends on a set date, the second longer scenario ends only after Lee retreats across the Potomac, the historical end of the campaign.

As a cautionary note, be forewarned that these new rules, especially those of Scenario 12, will dramatically increase the potential length of a full campaign game and will increase the amount of paperwork involved. However, as a reward, I believe that they produce the definitive operational simulation of the entire Gettysburg campaign.

My thanks to all those who have helped with the creation and continual recreation of these rules including Dave Cross who designed the naval rules and provided valuable input on the rest of the game; Ed Beach, Chris Withers and Mike Bellas for their continued support of the Great Campaigns of the American Civil War series; Joe Balkoski, the original designer of Roads to Gettysburg and the GCACW series and all of my fellow GCACW players who have helped me play test these rules and provided valuable input over the years.

X) PLAYER NOTES

1) IMPORTANT GAME RULES / SYSTEM

In order to play Long Roads to Gettysburg 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 Gettysburg.

Supply

Logistics and supply were key elements of every Civil War campaign and such is the case with the Gettysburg Campaign. In order to be successful in Long Roads to Gettysburg one must have a thorough knowledge of the supply rules and how they interact with the Passive / Operational rules (see below). 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, it still must plan its railroad supply logistics carefully and prevent Stuart’s cavalry from cutting the AOP’s rail communications with its supply sources.

Some players may chafe at the extra rules and recordkeeping associated with LRTG's supply system. However, I believe that logistics were a key element of the historical campaign and deserve to have an important place in the LRTG module. As such, players who take the time to fully understand the supply rules and have a coordinated plan of logistics should be and are rewarded.

Extended 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 Gettysburg 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 allow 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.

Operational / Passive Rules

One of the latest modifications to the Long Roads to Gettysburg rules has been 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 Gettysburg 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 Gettysburg. 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. Also being Passive on a regular basis will help to avoid the impact of a Worn Out random event (which becomes more prevalent as each army has been on campaign for a longer period of time). Deciding exactly when to be passive 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. At the same time, failing to periodically rest one's army will increase the likelihood that it will become worn out and out of supply while the enemy may still be fresh. (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 potential forage every turn.

Attachment Rules

When initially researching the Long Roads to Gettysburg, I was surprised to see how many Union forces there were that were not originally part of the Army of the Potomac. These forces were spread around as garrisons in DC, Maryland and Virginia, or, in the case of the Pa. Militia, waiting to be called to arms once the Confederate invasion began. Use of these forces in the Long Roads to Gettysburg alone against the Army of Northern Virginia is problematic unless placed in advantageous terrain (in forts, mountain passes or behind major rivers). However, historically such units could and were attached to the Army of the

Potomac where they became useful additions to the Army. Both the original Roads to Gettysburg rules and, to an even greater extent, the Long Roads to Gettysburg rules allow for such attachment. Knowing the Long Roads to Gettysburg release and attachment rules and actively bringing these additional units into the AoP (once Meade takes command and/or they are released) can add a significant amount of manpower to the Union Army as it tries to expel the ANV from northern soil.

2) CONFEDERATE STRATEGIES

In designing the Long Roads to Gettysburg, it was my goal to allow the Confederate player to have several options for achieving victory. Set forth below are several possibilities.

A Drive on Washington

The quickest and most exciting manner by which the Confederate player can achieve victory is to drive directly on Washington. Capturing Washington will mean an automatic victory for the South and, although it is a risky, all or nothing gambit, it is one that can be successfully employed, especially against a Union player who fails to recognize the danger.

A Drive on Baltimore

Another possible Confederate strategy is to bypass Washington, DC and instead cross the Potomac north of Washington DC and then attempt to take Baltimore and/or cut the rail lines between DC and the rest of the Union. Once again this can be a risky strategy especially if the ANV does not first secure its line of communication across the Potomac River (thus incurring the severe +2 foraging penalty). However, there is a good bit of maneuvering room in central Maryland and the Union will be hard pressed to protect all of the rail lines, Baltimore and Annapolis especially if Stuart succeeds in disrupting the Union's line of communications. The danger for the Confederate player will be that if one or two of its divisions become fatigued and disorganized as the result of battle, the ANV will be forced to either abandon them or remain behind – bringing on a general engagement with a consolidating Army of the Potomac. As such, the Confederate player must carefully assess how long he can safely afford to stick around.

An Invasion of Pennsylvania

A third route to possible victory for the Confederacy is to repeat history and undertake an invasion of Pennsylvania. Although taking this approach will allow the Confederate player to avoid an early confrontation with the Army of the Potomac, a review of the victory point available reveals that it will be difficult to amass enough victory point to win the game simply by conducting a short-lived raid into the Cumberland Valley. As such, in order to achieve a victory, the Confederate player will need to either take Harrisburg or be prepared to spread out and undertake a prolonged occupation of Western Maryland and southcentral Pennsylvania. In both instances, the Confederate player will need to carefully plan his logistics so that he has sufficient supplies to remain north of the Potomac for a prolonged period.

There are two general lines of advance for an invasion of Pennsylvania both of which have advantages and disadvantages. The first route is east of the mountains, through Leesburg, across the Potomac east of Harpers Ferry and onto Frederick and points beyond (Lee's 1862 route). The second is to move into the Shenandoah via Front Royal, cross the Potomac north of Harpers Ferry and move into Pennsylvania west of the mountains (Lee's 1863 route). The advantage of the later route of march is that it will allow the ANV to move quickly since it will be in resupply range in the Shenandoah Valley and will not be harassed by significant enemy forces until it reaches the Potomac. The disadvantage is that it allows the Union player to move his forces without the threat of attack by the Army of the Northern Virginia. As a result, the Army of the Potomac will move more quickly and will be better able to get in front of the Army of Northern Virginia before it enters Pennsylvania or Western Maryland. The advantage of the former is that it is the

most direct route and one which forces the Union player to guard against a Confederate attack. The disadvantage is that it provides less freedom of movement for the Army of Northern Virginia since the Army of the Potomac may be close by and since the ANV will need to stop to resupply.

In sum, winning the game via an invasion of Pennsylvania is certainly a viable option for the Confederate player. However, it requires patience, a careful use of available forces and a firm grasp of the supply and victory points rules.

Defeating the Army of the Potomac

Perhaps the most interesting and historically accurate manner by which the southern player can achieve victory in Long Roads to Gettysburg is to achieve a decisive battlefield victory against the Union player (See Disorder, Panic and Flight rules). Although achieving an automatic decisive victory via Union flight is a difficult task, achieving a Union Army Disorder or Panic will also put the Union player in a difficult situation. Furthermore, even if achieving a major battlefield victory against the Army of the Potomac does not lead to Union Disorder, Panic or Flight, a bad mauling of the Union Army will leave it in no condition to oppose the Army of Northern Virginia if it then wishes to pursue other paths to victory (see above).

Timing and location are key to victory on the battlefield. If the Army of Northern Virginia throws itself headlong into a massed Army of the Potomac occupying a good defensive position (ex. Gettysburg) it is unlikely to achieve a clear victory. Instead, the CSA must choose the location and time for its battle carefully. Specifically, it must attack the Army of the Potomac when it is in open terrain where its flanks can be assaulted rather than behind rivers or in mountains. In addition, and more importantly, it must attack when its forces are concentrated and when the enemy's are dispersed.

The concepts of concentration of force and mutual support are well demonstrated by the GCACW system and in the Long Roads to Gettysburg, victory or defeat often rests on a player's ability to quickly bring the full weight of his forces to bear. Ideally, the southern player should fall on one or two isolated Union corps with at least two full corps of his own. In such instances, the Union forces will almost certainly be defeated unless supported by two or three other corps. However, if these forces arrive after the initial Union forces have already been routed, they are likely to suffer the same fate thus setting into motion the chain reaction rout which Lee had hoped for.

Of course, if the Union player knows that your only objective is to defeat him in battle then it will be very hard to do so since he will make sure to keep his forces concentrated. However, if the Union player must guard against threats against Washington and Baltimore and must move to repulse a Pennsylvania invasion, he will find it difficult to keep his forces concentrated. With forces splitting off to protect DC, Baltimore or Harrisburg or to guard its communications, the Army of the Potomac will begin losing its numerical advantage. In addition, as the Army attempts to move north quickly, it will inevitably become strung out presenting the Confederate player with opportunities to strike.

Use of Confederate Cavalry

Effective use of Stuart's Cavalry is key to a successful Confederate strategy. Confederate cavalry can play an important role in screening Confederate infantry so that it can make use of strategic movement and conversely, harrying Union infantry so that it cannot do so. Even more importantly, Stuart can play a crucial role in damaging Union rail communications so that it becomes impossible for the Union to use rail movement to respond to Confederate moves. Finally, by cutting rail lines and destroying Union depots, Stuart can eliminate the Union's supply advantage. However, although there are many ways that Confederate cavalry can be put to good use, unlike in earlier campaigns, Union cavalry is a force to be reckoned with and can thwart Stuart's movements if utilized effectively.

Conclusion:

Having played the Long Roads to Gettysburg on numerous occasions, I believe that it is difficult to win as the South if the Confederate player simply tries to avoid the Army of the Potomac either to make an end run on DC or Baltimore or to race ahead into Pennsylvania. Instead, the Southern player must use the threat of such moves in combination with the threat of a battlefield encounter. If the Union player moves cautiously, then the Confederate player should take the opportunity to collect victory points or move toward DC or Baltimore. On the other, hand, if the Union player stretches out in an attempt to protect Washington, Baltimore or Pennsylvania, then the Confederate player should watch carefully for opportunities to fall upon isolated elements of the Army of the Potomac and inflict a decisive battlefield defeat.

3) UNION STRATEGY

The Union player in the Long Roads to Gettysburg is faced with the difficult task of defending against a number of possible Confederate lines of attack (See Confederate Strategy above). In countering these possible avenues of attack, the first priority of the Union commander must be to prevent the Confederate player from gaining an automatic victory either via the capture of Washington or Baltimore or due to a decisive battlefield defeat. Only after these dangers have been addressed can the Union player worry about forestalling other Confederate lines of advance including a move into Western Maryland and Pennsylvania.

Preventing the Capture of Washington or Baltimore

The Union defense to a Confederate thrust at DC or Baltimore is relatively straight forward: get back fast, hold on until reinforcements arrive and then come out fighting. Whenever possible utilize railroad, naval and strategic movement to quickly move units to the defense of DC and Baltimore. Always be cognizant of the possibility that the ANV can slip around your flanks and race ahead of you to take DC or Baltimore.

Avoiding a Union Panic / Flight

The Union player should constantly be aware of the possibility of being attacked by the Army of Northern Virginia. If caught spread out and in the open, the Army of the Potomac is vulnerable to defeat in detail especially early in the game before it can reinforce itself with garrison forces and before Hooker is replaced. Keep a constant eye on the concentration and proximity of the ANV and concentrate accordingly even if this means sacrificing some mobility. If the Confederate player moves to attack concentrate immediately.

Preventing a Confederate Victory on points

Once the Union player has prevented the Confederate capture of Washington or Baltimore and has positioned his forces to avoid a major battlefield defeat, he can then turn to the task of preventing the Confederate player from amassing enough victory points to win the game. The tactics used to accomplish this result will vary dramatically depending upon the line of march of the Confederate army. However, the basic plan of action will likely remain the same: consolidate, resupply and attack.

1) Consolidation - At the beginning of the game, the Army of the Potomac is doubly handicapped in that it is led by Joe Hooker and in that it is understrength due to its losses at Chancellorsville. As such, it is not in a good position to force a fight with the Army of Northern Virginia in Virginia. However, after Meade takes command and as the Army marches north, the Union army's fighting capacity can be gradually enhanced.

As a general rule, using unsupported garrison forces to stop Army of Northern Virginia infantry is inadvisable both because they do not have the ability to stem or even slow the Confederate advance and because their battlefield defeat grants the Confederate player a windfall of victory points. For this reason, such garrison forces (other than those in DC) should instead be withdrawn as soon as their positions become threatened by CSA forces. This is especially true for the Union forces in the Shenandoah Valley

who should be moved east as soon as it becomes clear that the ANV intends to move into the Valley (Note: pursuant to Rule 16.1 at least 5 MP and the Union depot must be left in Harpers Ferry until Meade takes command). As these garrison forces come into contact with AOP units, they should be attached to them in order to provide the Army with the punch it will need to pursue and defeat the Army of Northern Virginia (See Special Attachment Rule 7.3).

2) Supply - One of the keys to a successful Confederate invasion of Western Maryland and Pa is obtaining supplies for the ANV and denying the same to the Union forces. Conversely, if the Union player wishes to forestall or repulse such an invasion, he must work to assure the opposite effect. In addition to denying the Confederate player supplies, the Union player should also have a plan for resupplying its army via depots or rail as it marches north. In addition, Union cavalry and garrison units must work to prevent Stuart from disrupting the Union RR lines in Maryland and Pennsylvania. In addition, as soon as practicable, the Union army must begin crowding the Southern forces so that they do not have time to forage. Finally, the Union player must insure that all of his depots are sufficiently garrisoned so that they can avoid capture by Confederate cavalry and can be quickly destroyed if threatened by Confederate Infantry.

3) Attack - As soon as the Union player has secured his rear (i.e. DC and Baltimore); consolidated his forces; and secured his supply lines, he must move to the offensive and pursue the Confederate Army wherever it may be. If the Army of Northern Virginia elects to avoid a major engagement, then the Union Army must be positioned so that any Confederate retreat will take it away from areas where it can gain victory points. On the other hand, if the Confederate Army elects to stay and fight, then the Union Army must be positioned so that it can be quickly consolidated and all its forces brought to bear.

Conclusion

In conclusion, playing the Union in the Long Roads to Gettysburg (as well as many of the other scenarios in the GCACW series) can be a frustrating experience. However, with patience and a careful eye for detail, a skilled Union General can successfully deny the Confederacy a victory.

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Random Events

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

3 - Rain

4 – Rain or Richmond Garrison (and roll for Beauregard) if there have already been at least four days of rain.

5 – Union Command Paralysis – Minus one from USA initiative rolls. (Also Treat as **Vicksburg Surrenders** if July 1 or later)

6 - Hooker Questioned – On the third occurrence Hooker is replaced by Meade – See 16.2 (Treat as **USA Communications Breakdown** if Meade is in command and Lee is South of the Potomac. Treat as **Confederate Reinforcement** if Meade has assumed command and Lee is north of the Potomac

7 – Rear Area Paralysis – HV, 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 as **Hooker Questioned** if a CSA infantry unit has crossed the Potomac. Treat as **CSA Communications Breakdown** if Meade has assumed command and Meade is south of the Potomac. Treat as **Richmond Garrison and roll for Beauregard** if Meade has assumed command and Meade is north of the Potomac)

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 cavalry to Lee or Hooker/Meade)

9 – CSA Reinforcement + CSA Ammo Train

10 - CSA Command Paralysis – Minus one from CSA initiative rolls

11 – Heat – Plus one to extended march rolls

12 – Heat – Plus one to extended march rolls

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

2) - **Command Paralysis** – If this result occurs, the indicated 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.

3) - **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 with the incoming garrison unit and from that point forward, Beauregard shall act as a corps commander for all Richmond Garrison units. If the Confederate player has already received all four Richmond Garrison units, this result has no effect except that the Confederate player should continue to roll for the arrival of Beauregard in which case he should be placed with the southernmost on board Richmond Garrison Unit). In addition to be 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.

4) - **Confederate Ammunition Train** - Confederate player replenishes his units' ammunition. Units north of the Potomac may not receive ammo if either or the Potomac River is unfordable and has not been bridged above or if the Union Player controls either The Potomac River or the Shenandoah Valley (see Rule 19).

5) - **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. 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 (Hooker or Meade) is currently south of the Potomac River.

Effects:

- 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 communication rules, the winning player increases his chance of intercepting communications (see Multiple Commander Optional Rule 21 below)

6) - **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.

7) **Confederate Reinforcement** – Confederate player receives the next installment of Confederate Reinforcements. If the Confederate player has already received all four Confederate Reinforcements this result has no effect.

8) **Rear Area Paralysis** – HV, 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.

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

10) **Vicksburg Surrenders** – Subtract 10 victory points

11) **Communications Breakdown** – If playing with the historic or hybrid multiple player communications, the impacted player may not communicate in the communications phase this turn.

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 2 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.

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

Disorganization 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 Disorganization 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	11 (9)	16 (12)
3	16 (13)	24 (18)
4	22 (18)	32 (24)

(#) 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 (Short Game)

1) Automatic Victory:

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

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

CSA Marginal: The Confederate player has won an automatic marginal 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 Disorder or Panic, and
- b) The Confederate player has a current total of at least 160 victory points

The Confederate player then has the option to end the game (for as long as the above continues to be true) or continue the game to attempt to win a substantive or decisive victory.

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

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

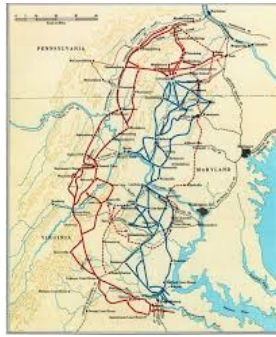
- c) The Army of Northern Virginia is currently in a state of Disorder or Panic
- d) The Confederate demoralization level is at least two greater than the Union army demoralization level.

The Union player then has the option to end the game (for as long as the above continue to be true) or continue to attempt to win a substantive or decisive victory.

2) 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 June 28 or at the end of the July 7 turn). 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



The Gettysburg Campaign VICTORY DETERMINATION

1) Automatic Victory:

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

- a) A Confederate unit occupies The White House, The Capitol or Baltimore Depot, or
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Union Decisive: The Union player immediately wins a decisive victory if Confederate Flight has occurred.

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

- e) The Army of Northern Virginia is currently in a state of Disorder or Panic
- f) The Confederate demoralization level is at least two greater than the Union army demoralization level.

The Union player then has the option to end the game (for as long as the above continue to be true) or continue to attempt to win a substantive or decisive victory.

2) Final Victory Levels:

If neither player has gained or declared an automatic victory per the above 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).

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
- 130 - 169 - Union Substantive
- Less than 130 - Union Decisive

Detailed Sequence of Play

1 – Turn Start Phase

- a) **Confederate Reinforcements** (turn 4: Pickett & Pettigrew) See 3.1
- b) **Union Reinforcements** (roll) See 3.2
 - i) Balt/DC (1-3) (Begin when 1st CSA inf unit in PA or MD or Meade assumes command) (Delay DC release if CSA unit is in Fairfax, Montgomery or Prince George's County)
 - ii) West Virginia (1) (turn 4 and thereafter) -1 CSA inf north of Potomac
 - iii) Pa. Militia (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) **Random Events** (not on turns 1, 2 & 3) See 2.0
- d) **Operational / Passive Declaration** Passive players receive a time chit and may not expend a time chit. See 4.0
- e) **Time Allocation** (9 min. +2 or 3 / inf. corps ldr. w/i 8 hexes of an enemy unit, -3 minutes if Passive) See 21.2
- f) **Harpers Ferry Surrender Roll** See 6.2

2 – Communications Phase (If playing with multiple commander optional rule) 10 Minutes

(Historical: If Operational w/i 8 hexes verbal, more than 8 written. If written -> Roll two dice 11-12 intercepted, 10 lost, 9 lost if more than 16 hexes. If Passive private verbal) (Friendly – Verbal allowed at all times)
(Hybrid – Verbal during communications phase. Written during action cycle See 21.2)

Command Transfers (add 1 fatigue if Operational)

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

Leader Transfer within 10 hexes (30 hexes if Passive)

Naval Movement - Organized & F0, Max. 2 divisions / 4 brigades per turn, 2 spaces / hexes per turn - gain 1 fatigue per space / box (See 5)

Hooker Replacement (3rd occurrence of Hooker Questioned Random Event + Union Disorder + CSA achieving 75 VPs) See 16

Attachment / Detachment (see 7.2.) - **Optional Confederate Divisional Leader / Brigade Detachment** (See 18)

Hidden Force Marker Placement & Removal (Limited Intelligence optional rule) – See Standardized Rules

6 – Action Cycle (Skip if both players are Passive or if one player is Passive and both players were Passive last turn)

7 – Supply Segment See 13

- a) **Confederate Levies** (5MP at 0 fatigue See 13.1)
- b) **Supply Status Phase** (CSA: Orange, Caroline or Spotsylvania CSA & USA: Friendly depot in cty, or 6 hexes from depot USA: RR st. in county)
- c) **Potomac River and Shenandoah Valley Control Phase** See 13.3
- d) **Supply Expenditure Phase** – expend victuals (in resupply range & F0 – 0, otherwise: – 1) See 13.4
- e) **Forage / Resupply Phase** (only for Passive players) Draw supply, forage, draw supply from levies and captured depots See 13.5
- f) **Supply effects phase** If out of victuals, unit is disorganized – if already disorganized unit loses 1 MP if at F3 or F4 See 13.6
- g) **RR Repair Phase** (One attempt per turn, Unit in RR station at 0 Fatigue, roll of one or less, -1 for Haupt RR unit, -1 if previous attempt failed, +1 if in enemy ZOC) See 13.7
- h) **Depot placement / remove**
 - i) **CSA-Winchester:** Depot destroyed and no USA inf in Frederick Cty **Berryville:** No USA inf. Fred, Warren or Clarke
 - ii) **CSA Remove / USA Remove or Place Event** – June 8, 14, 20, & 26 July 2, 8, 14, 20, 26 – Remove, place in station with RR connection, place ½ in town without RR connection (see 13.8)
- i) **Ammo distribution** (6 hexes from friendly depot or county with a captured depot)

8 – 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**

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

Maryland:

+40/20/10 Baltimore County
+20/10/5 Prince George's
+20/10/5 Anne Arundel
+ 10/5/3 Montgomery
+ 10/5/3 Howard
+ 6/3/2 Frederick County-West
+ 4/2/1 Frederick County-East
+ 4/2/1 Carroll
+ 4/2/1 Washington

Virginia:

+20/10/5 Alexandria
+10/5/3 Fairfax
+ 4/2/1 Loudoun

Pennsylvania:

+4/2/1 Adams
+8/4/2 York
+16/8/4 Dauphin
+4/2/1 Cumberland

Double 30 turns
after CSA across Potomac

10. – Victory Check Phase (CSA: 160 pts.+ Union Disorder USA: CSA demoralization is 8+ and 2 more than Union)

10 – Turn Indication Phase – Advance Turn Marker, Check Army Demoralization level

Captured Depots / Levies

(1 victual/ammo = 2 victuals/ammo for brigade and regimental supply)

	Victuals	Ammo	VPs
DEPOTS			
Alexandria	42	14	14
Aquia Creek Station	30	10	10
Camden Station	30	10	10
Harrisburg	30	10	10
Harper's Ferry	24	8	8
Manassas Junction	18	6	6
Martinsburg	18	6	6
Winchester	18	6	6
Frederick	18	6	6
All other Union Depots	6	2	2
All Confederate Depots	6	NA	2

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

ARMY DISORDER, PANIC AND FLIGHT

Army Demoralization Level:

Union:

- + 1 Each USA corps currently containing a routed unit (times two if D2)
AoP inf corp or AoP Cav (WV/Balt/HF;(RR, PA and DC are not part of any corps)
- + 1 Each AoP infantry division currently routed
- + 1 Each 8 Union AoP combat losses (rounded down)
- +1/3 Each Union infantry division which is out of supply (rounded down)

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 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.

Confederate:

- + 1 Each CSA army corps currently containing a routed unit (times two if D2)
I, II, III, & Cav (Richmond units, 54 NC & 58 VA are not part of a corps)
- + 2 Each CSA infantry division currently routed
- + 1 Each 5 Confederate combat losses (rounded down)
- +1/2 Each Confederate Infantry division which is out of supply (rounded down)

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 brigade 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

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. Examples:

- If USA is currently panicked: 50 vps
- If US is currently in disorder after being panicked at some point in the game: 40 vps
- If US is currently in disorder but has not been panicked: 30 vps
- If US is not in panic or disorder after being panicked: 25 vps
- If US is not in panic or disorder after only in disorder: 15 vps

Harpers Ferry Surrender Roll of 10 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 turn Harper's Ferry has
been surrounded in HF Surrender Phase
not including current turn

Operational / Passive Determination & Effects

Current Turn	Previous Turn	Impact
Both Players Passive	NA	Skip Action Cycle Both players may gather supplies
Both Players Operational	NA	Normal Turn Neither player may gather supplies
One Player Passive One Player Operational	Both Players Passive	Skip Action Cycle Operational Player may not gather supplies. Passive Player may not entrench Operational player wins the first initiative on the next turn
One Player Passive One Player Operational	One or both players operational	Normal turn Passive player -1 initiative die rolls Passive player -1 inf / -2 cav movement. Operational player may not gather supplies

Other Impacts of Being Passive:

- Passive players have a 30-hex leader transfer capability (vs. the normal 10)
- Passive player receives a time chit but may not expend time chits. (Optional Rule)
- Passive player receives three less minutes of time. (Optional Rule)
- Passive side receives additional communication benefits. (Optional Rule)

Union Supply, Losses & Status

Unit	Victuals						Combat Losses	Other Losses	Status
AoP I									
Wadsworth									
Doubleday									
Robinson									
Stannard									5 th DC -> I
AoP II									
Gibbon									
Caldwell									
French / Hays									
AoP III									
Humphries									
Birney									
AoP V									
Ayres									
Barnes									
Crawford									6 th DC -> V
AoP VI									
Wright									
Newton									
Howe									
AoP XI									
Schurz									
Steinwehr									
Barlow									
AoP XII									
Williams									
Geary									
Lockwood									2 nd DC-HE2050
AoP Artillery									
Art. Res. I									
Art. Res. II									
Art. Res. III									
AOP Cavalry									
Whiting/Merritt									1st
Davis /Gamble									1st
Devin									1st
diCesnola/Huey									2nd
Gregg									2nd
Wyndam/McIntsh									3rd
Kilpatrick /Custer									3rd
Farnsworth									3 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
Briggs									3 rd DC
7 NY									NPorSorL
6 NY									NPorSorL
1 MD									NPorSorL
109 NY									NPorSorL
3 MD PHB									NPorSorL
179 PA									NPorSorL
DC									
DeForest									1 st DC
Price									1 st DC
Copeland									1 st DC
Hays/Willard									3 rd DC
39 MA									4 th DC
Spinola									4 th DC-R-S.Chesapeake
Wells									5 th DC
Sickel									6 th DC
Fessenden									7 th DC
2 MA									DC Only
Casey									DC Only
Jewett									DC Only
RR									
Haupt									
PA									
Knipe									PA only
Yates									PA only
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	x 2								
VP									

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. May not attach to AoP before Meade assumes command
NPorSorL	Restricted to: 1) north of the Potomac or Shenandoah or 2) Loudoun County. May not attach to AoP.
RR	Begins on the Board. Must remain on railroads or city hexes. May not attach.
PA Only	Begins on board but must remain in Pa. May not attach to other than PA units.
# PA	Reinforcement per PA militia rules and then must remain in Pennsylvania. May not 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, Spinola may attach to AoP when Meade assumes command.
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 PA or MD or Meade assumes command) (Delay DC release 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 CSA if 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
6/14		
6/20		
6/26		
7/2		
7/8		
7/14		
7/20		
7/26		

Confederate Supply & Losses

Unit	Victuals						Combat Losses	Artillery	Other Losses
I									
Pickett									
Hood									
McLaws									
II									
Johnson									
Rodes									
Early									
III									
Pender									
Heth									
Pettigrew									
Anderson									
Cavalry									
6 VA									
Robertson									
Jones									
W.H. Lee / Chambliss									
Hampton									
F. Lee									
Jenkins									
Imboden									
12 Va.									
Richmond									
Corse									
M.Jenkins									
Cooke									
Wise									
54 NC									
58 VA									
	Combat								
Losses									
Multiplier	x 3								
VP									

COUNTY CONTROL

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

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 (Tripled if Strike them a Blow random event has occurred)

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

+ 10/53 Fairfax County

+ 4/2/1 Loudoun County

Pennsylvania:

+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

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
6/14	
6/20	
6/26	
7/2	
7/8	
7/14	
7/20	
7/26	

June 1863

Mark if both Passive	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	N o n e	N o n e	N o n e	R W		D						D						D					D					
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																												
USA AoP Combat																												
USA Other Combat																												
USA Other																												
Total Turn VPs																												
Running Total																												

R=CSA Reinforcements – Pickett and Pettigrew (S SJW 20xx or higher), D=Union Depot Placement/Dismantling

W=Begin Rolling for West Virginia Reinforcements, P=Begin Potomac River end game check (No CSA Inf. North of Potomac on or after 7/1)

VPs for losses: Union Combat =2, Union Other=1, CSA Combat=3, CSA Other=1,

July 1863

Mark if Both Passive	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
Random Event	G	G	G				E	D						D						D		H				D		
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 Losses																												
USA AOP Combat																												
USA Other Combat																												
USA Other Losses																												
Total Turn VPs																												
Running Total																												

G = Dates of actual Battle of Gettysburg D= Depot Placement/Removal E=End Scenario 11 H = Historical End of Campaign
 VPs for losses: Union Combat =2, Union Other=1, CSA Combat=3, CSA Other=1

Victory Point Record Table

TOWN LEVIES	Pts	CSA	RAILROADS	PTs	CSA
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	+2				
New Cumberland	+2		Maryland		
Newville	+2		Washington - Baltimore	+25	
Shippensburg	+4		Washington - Annapolis	+10	
Waynesboro	+2		Each other on lines between Balt. /Wash/Annapolis	+5ea	
York	+12		Baltimore – Harrisburg	+10	
			Baltimore – East Map Edge	+10	
Total Levies					
			1st B&O	+15	
STRATEGIC STRUCTURES			2nd B&O	+5	
Marysville Bridge	+10		3rd B&O	+5	
Wrightsville Bridge	+5		Marysville Bonus	+15	
Harpers Ferry Bridge	+5		Camden Station	+5	
C&O Aqueduct	+5		Frederick Jct.	+5	
Pennsylvania State Capitol	+7		Other MD Stations	+1ea	
Maryland State Capitol	+3		Pennsylvania		
Other major river bridges	+3ea		Camp Curtin & Harrisburg Stations	+3ea	
			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				
Winchester	+6		Town Levies		
Harrisburg	+10		Strategic Structures		
Frederick	+8		Depot Destruction		
Aquia Creek Station	+10		Railroads		
Other USA Depots	+2ea		Demoralization		
CSA Depots	-2ea		Running Turn Total (Losses and Control)		
Total Depots			Vicksburg Falls		
Other Depots Destroyed			GRAND TOTAL		
/			Other Stations Destroyed		
/			/		
/			/		
			/		
Vicksburg Falls	-10		/		

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