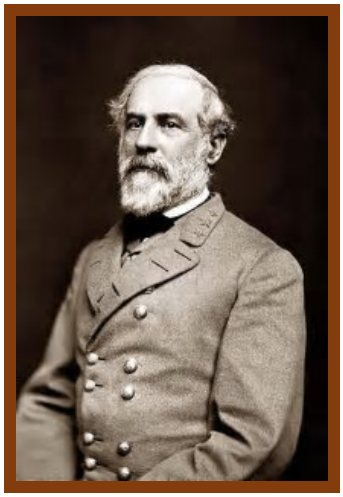

The Long Roads to Gettysburg

Extended game rules for the Gettysburg Campaign

v.12-1-21

The Long Roads to Gettysburg

Extended Game Rules for Roads to Gettysburg

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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 enter 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. 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!

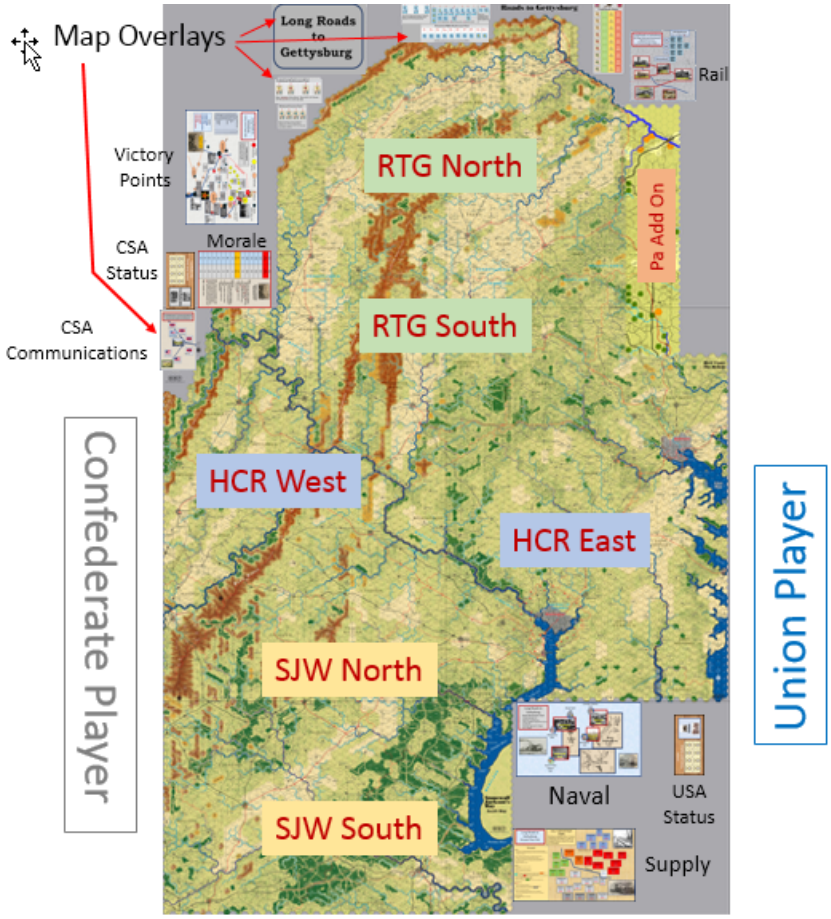
Ken Lee

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) Pontoon Bridges

The Confederate and Union players may build pontoon bridges across major and minor rivers per the normal bridge construction rules. They are limited to one major and five minor pontoon bridge markers. However, the players player may only attempt the construction of a major river bridge across one hexside per turn.

b) Leader Transfer

Leaders of Passive players may transfer up to 30 hexes. Leaders of Passive players may also transfer to any other unit on the map board provide that they are removed from the map board in the Leader transfer of one turn and returned in the next.

c) **Jenkins, Imboden, 12 VA**

Per the Standardized Rules neither Jenkins nor Imboden may be activated by Stuart. The Confederate reinforcement 12 VA cavalry may also not be activated by Stuart. If playing with the multiple commander rules, the Commander commanding Stuart may not command Jenkins, Imboden or the 12 VA cavalry.

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

e) Distance Movement Portion of Action Phase

The action cycle is divided into a regular and distance movement portion. Units may not moved by rail, sea or strategic movement until both players have passed. Once both players have passed simultaneously, if either side would like to conduct any rail, sea or strategic movement they can request that additional initiatives be rolled. When a player then wins an initiative, he may move units by rail, sea or strategic movement as well as by regular movement. Once both players pass simultaneously a second time the action cycle is over.

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

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

5 – Halleck Interferes and Calls for Reinforcements - Union Command Paralysis – Minus one from USA initiative rolls. Cancel the Release of Balt/DC units this turn. Add one MP to any Union unit in DC or Baltimore.

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

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

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

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

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

9 – CSA Reinforcement + CSA Ammo Train

- Treat instead as Rain if all CSA reinforcements have been received.

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

11 – Heat – Plus one to extended march rolls.

12 – Heat – Plus one to extended march rolls.

Effects of Random events are as follows:

1) Rain – Per the Standardized Rules

2) Halleck Interferers / Lee is Sick - 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 (SJW II) with the incoming garrison unit and from that point forward, Beauregard shall act as a corps commander for all Richmond Garrison units (Treat Beauregard as a 2-4 leader not at 2/1-4 leader). In addition to being activated by Beauregard, Richmond Garrison units may participate in any activate corps leader or corps assault action with any Confederate corps leader except for Stuart. Richmond Garrison units may attach to any other CSA unit. If all Richmond Garrison units have been received, then treat as Raspberry Raid.

4) Raspberry Raid – The lack of Richmond Garrison forces has emboldened General Dix to move on Richmond. Roll a die to determine the number of victory points lost by the Confederate player. The Confederate player may subtract one from the die roll for each Richmond Garrison unit it removes from the map (of at least 4 MPs) prior to rolling the die provided that the unit has not been attached, has at least 3 manpower and is south of the Potomac river.

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

If the CSA players elects to return units and Beauregard is on the map then remove him from play. If the CSA player has elected to delay the entry of the Richmond Garrison per 3.0 below, such units are still deemed to have entered the game for purposes of whether this random event occurs.

5) **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).

6) **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 dies roll if the current Army of the Potomac commanding general (Hooker or Meade) is currently south of the Potomac River. Effects:

- The winning player automatically wins the first initiative.
- The losing player must declare whether he is Operational or Passive prior to the winning player and the losing player may not switch from Operation to Passive if the winning player declares passive.
- The winning player may examine the opposing player's supply status sheet.
- The winning player may examine where the opposing player has scheduled to remove or place depots during the next Depot Removal / Creation event.
- If playing with the limited intelligence optional rule, the losing player removes all of his force markers, replaces them with their actual units and may place no additional hidden force markers this turn.
- If playing with the multiplayer historic communication rules, provide the opposing overall commander with all enemy written communications from the prior turn as well as written communications scheduled to be delivered on the current turn which are now not delivered to the intended recipient.

7) Hooker Questioned - After the <u>third</u> 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.

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

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

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

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

3.0 - Reinforcements / Release / Draft Riots / Vicksburg Surrenders

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 on turn 2 and Pettigrew on turn 3. He may also receive reinforcements in the Random Events phase (either Confederate Reinforcements or Richmond Garrison Units).
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 – Winchester or west map edge south of Winchester if Union occupied.
3) 58 VA – Winchester or west map edge south of Winchester if Union occupied.
4) 12 VA - Winchester or west map edge south of Winchester if Union occupied.

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 but may attach to any AoP Infantry division.

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. The Union may delay the arrival of any WV unit until a later turn without impacting the arrival of additional units.

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 HF and WV units may only attach to HF 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 attach (see below). 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, & 2 MA cavalry) The second release is the 1 CT, 1 MD and Crawford according to the following schedule.

1) DC Cavalry - Copeland, DeForest & Price (if not already removed as part of Meade taking command) as well as the 2 MA cavalry.
2) Balt Cavalry (1st CT & 1 MD) and Crawford - Crawford immediately becomes part of the Union V corps – replace DC counter with V corps counter.
3) Balt Infantry (Briggs, 179 PA, 109 NY, 6 NY, 7 NY, 3 MD PHB)
4) Spinola (Spinola arrives as a reinforcement in the South Chesapeake Bay sea movement box) and Hays or Willard (Note: Hays is replaced by Willard when Meade assumes command)
5) 39 MA and Lockwood (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.
6) Wells and Stannard - Stannard immediately becomes part of the Union I Corps – replace Stannard's DC counter with Stannard's I Corps counter. Stannard may attach to any AoP unit.
7) Sickel
8) Fessenden

Additional DC (but not Balt and Stannard, Crawford & Lockwood once Meade assumes command) designated units may not be released if a Confederate infantry unit is located in DC, Alexandria, Fairfax, Montgomery or Prince George's county. Units that have already been released are not impacted. 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 Prince George's county but may be subject to movement restrictions until subsequently released or Meade takes command. Lockwood immediately becomes part of the Union XII corps once released but may attach to any AoP Infantry division.

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.

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 (i.e., Jewett and Casey) 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.

3.3 New York City Draft Riots.

During the Reinforcement Phase of the July 14 turn the Union rolls three dice. The Confederate player will gain that many victory points due to the NYC draft riots. This number can be reduced by 1 VP (down to a minimum of -3) for MP point immediately removed by the Union player after the dice are rolled. Pennsylvania militia may not be used to satisfy this requirement. Such MPs may only be removed from Union units which are within 10 hexes of a rail line that can then be traced to the eastern edge of the map without passing through a destroyed or damaged RR station. DC and Balt designated units may only be utilized if they have been released (see above). If the Union players elects to send manpower to quell the draft riots, the Union player may not utilize railroad movement on that turn.

3.4 Vicksburg Surrenders

On June 30, begin rolling to see if Vicksburg Surrenders in each turn's reinforcement phase. On a roll of one, subtract 15 victory points. Historical Note: One of the purposes of the Gettysburg was to relieve pressure on the siege at Vicksburg by forcing the Union to send troops east in order to counter Lee's invasion. As such, it was important that Lee score a quick victory in the east prior to Vicksburg's fall (historically on July 4).

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.
- If a Spy random event has not been rolled, both players simultaneously reveal their choice.

4.2 Effects of Being Passive or Operational

- Units of Operational Players may not resupply, forage, or collect victuals from levies or depots.
- 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)
- Passive players have reduced strategic movement (see table)
- 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)
- Leaders of passive players may be removed from the board and place on any eligible unit during the following turn's communications phase.
- Passive players may schedule the construction or dismantling of a depot (see depot rules)
- Passive players may expedite the construction or dismantling of a depot by one turn.

5.0 – Union Naval Movement

During the Distance Movement portion of the Action Cycle, 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 one fatigue for every box / hex moved. 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 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 or within three hexes of Harpers Ferry, 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.

6.2 How to Determine If Harpers Ferry Surrenders

If there are no Union units in or within three hexes of Harper's Ferry, or all Union units in or within three hexes of Harpers Ferry 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.

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 Naval Battery.

+1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies either Loudoun Heights hex

+1: If a Confederate infantry unit with an Artillery Value of at least 1 occupies 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)

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.

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 and one artillery. Designer's note: this prevents excessive and unrealistic reorganization.

• Substitute infantry brigades must be assigned a Manpower Value of 8 or less and an artillery value of 2 or less.

• Substitute cavalry regiments must be assigned a Manpower Value of 2 or less and an artillery value of 1 or less.

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

• Union West Virginia (WV) until released

• Union Pennsylvania Militia (PA) for the entire game

• Union Baltimore/DC garrison (Balt/DC) until released

• Union Harpers Ferry garrison (HF) until released

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.

Substitutes and Artillery Values – Substitutes may be assigned one or more artillery points from their parent unit. Keep track of each unit's artillery value on a separate sheet of paper or use an artillery marker to indicate the current artillery.

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.

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.

Supply: If using the regular supply rules, substitutes retain the same supply status (and effects) as their parent unit even after detachment with the exception that substitute units do not lose a manpower if out of supply and at F3 or F4. If using the augmented supply rules substitutes gain the supply status of their parent unit when detached but then must track their own victuals and supply status.

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.

Victuals: If utilizing the augmented supply rules, 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 brigades.

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 maxima, 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.

ii) 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.

iii) 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 (i.e., 2MA, Jewett & Casey) may never attach.

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

v) The Haupt RR unit may not attach.

vi) Although part of the XII and I corps respectively, Lockwood and Stannard may attach to any Army of the Potomac infantry division.

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 an enemy ZOC.
c) The unit may not have moved by rail earlier in the turn.

8.2 How Rail Movement is Performed: Eligible units may move by rail during the Distance Movement portion of the Action Cycle. 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 Maxima: 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 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 maxima 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 Naval Battery and Fort Washington have intrinsic Combat Values of 2. The Naval Battery 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:

<u>Baltimore Forts:</u>
1-3 = Class 1
4-5 = Class 2
6 = Class 3

<u>Alexandria and Washington Forts</u>
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 or more. 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.

12.0 – Movement, Attachment and Detachment 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 Detachment restrictions - The following groups of units may not detach units:

- Union West Virginia (WV) until released
- Union Pennsylvania Militia (PA) at any time
- Union Baltimore/DC garrison (Balt/DC) until released
- Union Harpers Ferry garrison (HF) until released

12.4 Haupt - The Haupt unit move by rail per the normal railroad movement rules but 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). The Haupt unit subtracts one from all RR repair rolls when it is on or adjacent to a damaged railroad station.

13.0 – Supply (for simpler or more complex/realistic versions of these supplies rules see the optional rules 23 & 24)

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 Confederate URS may have a maximum of six victuals. All Union URS have a maximum of seven 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 or more 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 and Maryland as well as Harper's Ferry and Martinsburg, Virginia may provide a number of victuals as follows:

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

Westminster	8	1	-
Williamsport	5	1	-
York	43	7	12

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 Confederate 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 1 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.

iv) (Simplified Supply Rules only) If, during the Supply Status Phase, a Confederate division is situated in a county containing a captured Union depot or levied town the Confederate player may choose to place such unit in resupply range by expending a victual from such depot or levied town.

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 URS 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 resupply range.

Note: A player may not 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 15th 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 22nd turn after the first CSA infantry unit crosses the Potomac River.

iv) Reduce the CSA forage value for counties north of the Potomac by an additional one on the 29th turn after the first CSA infantry unit crosses the Potomac River.

v) (OPT.) Reduce both the CSA and USA forage values for all counties by one in rain turns.

vi) (OPT.) 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 marker from one RR station providing that he has an infantry or engineer unit in or adjacent to the damaged station and no enemy unit is in or adjacent to 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 is in or adjacent to the hex, -1 for each previous turn an attempt was made to repair the station. 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 which may not be destroyed) regardless of whether he was successful in destroying the depot. Depots destroyed by friendly units still count for victory point purposes.

Depot Creation / Removal

Special CSA - The Confederate player may choose to begin the game with a depot in Culpeper. 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 or dismantled, these depots may not be replaced.

Other USA /CSA - Beginning on turn 4, **<u>players who are passive</u>** may schedule to construct or dismantle one depot to take effect as follows:

Depot Dismantle (CSA or USA) – 5 turns ahead of current turn. (Example, if the depot in Frederick scheduled for dismantling when the Union is passive on June 20 it will be removed in the Depot Removal / Placement phase of June 25 regardless of whether the Union is passive on that turn).

Depot Construction (USA only)

- on a RR station with an uninterrupted rail connection to Alexandria, Harrisburg, or Baltimore – 7 turns
- in a Pennsylvania or Maryland town which may be levied and which does not contain a RR station connected to Alexandria, Harrisburg, or Baltimore.– 12 turns.

Players secretly record their decisions and implement them during the depot creation / removal phase the indicated number of turns in the future. A player may only be dismantling or constructing one depot at a time. If a player is again passive before a depot is removed or constructed, the player may reduce the number of turns required to construct or dismantle the depot by one turn.

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 <u>must</u> 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.

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

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 Capitol Buildings and White House: The Pennsylvania (Harrisburg) and Maryland (Annapolis) State Capitols; the White House and the US Capitol are destroyed if an eligible unit performs a burn RR station in the hex (either destroyed or damaged). Doing so destroys both the Capitol and damages or destroys the RR station (if applicable). 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 and perform a Burn RR Station action with all units gaining three fatigues.

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:

a) The number of their corps which currently either have a routed division or brigade on the board or which have had a division or brigade eliminated during the current or preceding two turns including the CSA Cavalry corps (consisting of all CSA cavalry brigades including Jenkins and Imboden) and USA Cavalry Corps (Consisting of all AoP cavalry brigades) .
b) For the Union, the number of USA infantry divisions which are currently at demoralization level 1.
c) For the Union, the number of USA infantry divisions which are currently at demoralization level 2 times two.
d) For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 1 **times two**.
e) For the Confederate, the number of CSA infantry divisions which are currently at demoralization level 2 **times four.**
f) For the Confederate, plus one for each infantry brigade currently at level demoralization level 1 or 2.
g) 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)
h) For the Confederate, the number of combat losses **in all units** (including both infantry and cavalry) divided by 5 (rounded down)
i) For the Union, 1/3 the number of out-of-supply divisions (rounded down)*
j) For the Confederate, 1/2 the number of out-of-supply divisions (rounded down)*

*Note: See alternate supply effects if using the Simplified Supply rules

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: AP (artillery), DC, WV, HF, PA, & RR designated units
- Confederate: Richmond Garrison, 54 NC and 58 VA

If a unit is eliminated for any reason, it is 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, artillery or infantry brigade (including AoP & non-AoP units) is eliminated add the following:
+1 on the turn the unit is eliminated.
+1 on the turn after the unit is eliminated.
+0 on the second turn after the unit is eliminated.

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 or infantry brigade is eliminated add the following:

+2 on the turn the unit is eliminated.
+1 on the turn after the unit is eliminated.
+1 on the second turn after the unit is eliminated.

15.2 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. So long as he remains in command, the following restrictions apply to the Union player:

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) Remove the Hooker army leader.
b) Replace the Meade corps leader counter with the Meade army commander counter and the Sykes corps leader counter
c) Replace Crawford DC counter with Crawford V Corps 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. He may attach to any AoP infantry division.
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, Gregg, and Kilpatrick with any brigade in their cavalry division.
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 make the commander of the Union V corps the new overall commander. This commander may want to (or may be required to by the Multicommander Division of Command rules (see 21.1.)) change commands of Union corps. If so, he may do so at this time. Units changing command shall not incur a fatigue penalty pursuant to 21.1 Also pursuant to 21.1, a unit's control may not be transferred **to** the side's overall commander at this time unless it or its corps commander is within 10 hexes of the Overall Commander.
o) Replace Confederate cavalry unit W.H. Lee with Chambliss
p) If playing with the Variable Initiative Determination optional rule begin awarding the initiative to the Union on rolls of 5-5 and 6-6
q) If playing with the Halleck optional rule, all effects of such rule shall not cease.

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 Corps (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 Army of the Potomac 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, during the Distance Movement portion of the Action Phase, a player declares a "march" or "activate leader" action, he may declare that the action will use "strategic movement" as follows:

a) If 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) If 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. It may be traced through ZOCs.

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	9 (7)	14 (10)
3	13 (10)	21 (15)
4	18 (14)	28 (20)

(#) 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 (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 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 great are present in the same hex during the Attachment Phase, they may combine 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. Supply) 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.

18.6 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 when 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 tracking victuals for that unit. Follow the above procedure if the division leader subsequently returns to the board.

____ 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 victual 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.
- The presence of dummy markers does not restrict strategic movement.

_____ 21.0 Multiple Commanders (neutral)

21.1 Division of Command

At the start of the game, the players from each side select an overall commander who controls that side's army commander (Hooker and Lee). In addition, the players divide that side's forces amongst themselves. Forces may be divided in manner player see fit as long as all subordinate players command at least as many corps as the overall commander.

Union - 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 Corps - All "Balt", "WV" & "HF" designated units (Gen. Schenck)

3) All "PA" units (Gen. Couch)

The three Union AOP cavalry divisions may be treated as a separate corps or assigned to three separate commanders. The overall Union commander may not command AOP cavalry units (he may command garrison cavalry). The V Corps (i.e., Meade) may not be controlled by the player who is the overall Union commander at the start of the game (i.e., Hooker). Whomever controls the Union V Corps at the start of the game shall become the overall Union commander when Meade assumes command.

_____ **Optional (Pro-CSA) – Halleck**. If playing with three or more Union Commanders, at the start of the game three separate Union players shall be designated: Hooker, Meade and Halleck. Until Meade takes command, the player who has been designated Halleck shall control the DC, VIII Corps and PA forces only. In addition, if during Leader Transfer Phase of any turn, a unit is more than 20 hexes of Hooker, the Halleck player shall control such units for that turn. Until Meade takes command, the Union Overall Commander shall not have the authority to direct Halleck to move any unit nor may he provide any suggestions on how to do so – his communications with Halleck being limited to informing Halleck of the intended movement of forces under his control. Likewise, until Meade takes command or unless there is a Halleck Interferes random event, Halleck shall not have the authority to direct other commanders to move any unit nor may he provide any suggestions on how to do so – his communications with other commanders being limited to informing them of the intended movement of forces under his control. In the event of a Halleck Interferes random event, Halleck shall assume the role of Union Overall Commander for the remainder of the turn. All communications between Halleck and other commanders shall be in writing, no oral discussions being allowed. Upon Meade assuming command, the above rules shall cease to be in effect and the Union Overall Commander shall redistribute the command of units per the rules above.

If playing with just two overall commanders, the Union shall designate two commanders - Hooker and Halleck. Hooker shall receive control of all AOP units and Halleck shall have control of the DC, VIII Corps and PA forces only. All other rules from the above paragraph shall also apply.

Confederate - 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 (i.e., Imboden, Jenkins & 12 VA) must be commanded by a commander other than the commander of the CAV corps. All Richmond reinforcement units shall be commanded by any one commander other than the overall commander. Other confederate reinforcements may be commanded by any commander provided that Imboden and the 12 VA Cav are not commanded by the commander of the CAV corps.

Meade assumes command – Upon Meade assuming command, control of Union forces shall / may change in order to meet the above requirements. Such change of control shall not impact the fatigue level of the unit.

Changing control - Subject to the above restrictions, players may trade control of units during the communications phase. However, if a unit changes control or attaches a unit that it does not control, it gains a fatigue. Furthermore, a unit's control may not be transferred to the side's overall commander unless it or its corps commander is within 10 hexes of the Overall Commander.

____ **Optional Overall Commander Restrictions**- **At the start of the Communication Phase of each turn,** place that side's army commander with an AOP or ANV infantry corps commander controlled by that side overall commander. Next, check to see if all corps commanders commanded by the overall commander are now within 10 hexes of the overall commander. If not, command of such corps shall be transferred to the player controlling the nearest corps commander to such corps commander. This transfer does not require the addition of a fatigue. The corps commander may be returned to control of the overall leader without fatigue penalty during subsequent Communications Phase if he is within 10 hexes of the overall commander. During the Leader Transfer phase, the Army Commander may be transferred to another unit within 10 hexes (30 hexes if passive) including ones controlled by subordinate commanders.

Quartermaster General – At the start of the game, one subordinate commander 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.
- Distributing victuals from captured depots and levied towns
- Tracking Potomac river and Shenandoah Valley Control

Initiative Determination - Upon gaining the initiative, a side's overall commander may either pass, use the initiative, or defer it to a subordinate player. The overall commander may not direct which unit or corps the subordinate commander shall activate nor provide any other instructions to his subordinates (such direction being reserved to the Communications Phase). If deferred to, the subordinate player may either use the initiative for one of his units or corps 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. Players may not communicate their wish to receive an initiative when their commander is making this determination.

Grand Assaults – If a side's corps leader successfully conducts an assault, the overall commander may attempt a grand assault if eligible. If successful, the overall commander shall then select which additional units to be brought into the battle.

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).

Verbal – Overall Commanders and Corps Commanders may communicate verbally and in private with one another during the Communications phase only if:

1) Their side is Passive on the turn, or
2) If both commanders are within 10 hexes of one another regardless of terrain or the presence of enemy units (*but see note below), or
3) For the Union, if both commanders are within 5 hexes of rail lines (or the Telegraph Road running from Alexandria to Fredericksburg) which are connected with one another via rail line or the Telegraph Road. The presence of destroyed or damaged RR stations or an enemy unit on such rail line or road prohibits such verbal communications. (Historical Note: this represents the Union's extensive use of telegraphic communications.)(*See note below).

* For 2 and 3, such verbal communications may only relate to commanders who are within the stated 10 and 5 hex ranges. *(Example, Hooker is commanded by player 1 who is within 5 hexes of the Telegraph Road. Player 2 controls Meade, Sedgwick, and Howard. Meade is within 5 hexes of a rail line connected to Hooker, Sedgwick is within 10 hexes of Hooker, and Howard is not within 10 hexes of Hooker nor within 5 hexes of a rail line. Verbal communications between Player 1 and Player 2 must be limited to the activities of Meade and Sedgwick. Orders for Howard must be provided in writing).*

Written – Unless verbal communication is allowed per the foregoing, all communications must be written. Each overall commander may provide one written communication to each other subordinate commander and vice versa during each communication phase. For written communications, the sending player rolls a die to see if the message is delivered as follows:

1 – Destroyed.
2 – Delivered if distance between commanders is less than 20 hexes – otherwise destroyed.

3 – Delivered if distance between commanders is less than 20 hexes – otherwise delivered on the next day.
4 – 6 - Delivered if distance between commanders is less than 30 hexes – Otherwise delivered on the next day.

For purposes of determining the length of Union Communications do not count any hexes travelled over a connecting RR line or the Telegraph Road (see verbal rules above)

All written communications must already be written before receiving and reading communications from other commanders. Once all commanders have their messages drafted, they will roll determine their availability and deliver (or not deliver) as indicated.

If a spy event occurs, provide the opposing player with all written communications from the prior turn as well as any current turn communications which are marked as having been destroyed.

Option 2: Friendly / Learning – Commanders may communicate with one another privately during the communications phase for a maximum of 10 minutes regardless of distance between commanders. 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 providing that they do not delay play.

Option 3: Hybrid – All players may communicate verbally and privately with one another during the communications phase for a maximum of 10 minutes regardless of distance (Each side receives five minutes solitary access to the gameboard). Players may not communicate verbally during the action cycle. The Overall Commander and Corp Commanders within each other's command radii may pass notes during the action phase but only when their side does not have the initiative and only concerning the operation of such Corps Commanders (not other units controlled by the player controlling such corps commander).

_____ 22.0 - Time Limitation (neutral)

Designer Note: The Long Roads 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 move. Instead, players are forced to move quickly and devote most 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 (in playtest)

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:

23.1 Tracking Supply - 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.

23.2 Supply Status - 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

When tracing a unit's distance from a depot or RR station one may not traverse an impassable hex side (river, mtn, etc.) nor through an enemy ZOC unless the hex is occupied by a friendly unit.

23.3 Foraging

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.

The forage value of a county shall be increased by one during rain turns.

23.4 Wagon Trains - Eliminate the forage value modifiers for controlling the Shenandoah Valley and Potomac River and instead substitute the following Wagon Train Rules:

i) Each Confederate Infantry corps is assigned a wagon train unit (see Roads to Gettysburg counter set) which begins the game stacked with any of the corps' units. Use the wagon trail movement and combat rules from Atlanta is Ours to govern the movement and combat of such units. During the recovery phase, CSA units attempting to forage must subtract one from the forage value of the county in which they are located if they cannot trace of path of 10 hexes or less from any CSA wagon train.

ii) Wagon trains move without penalty during passive turns and my move even when the action phase of a turn has been cancelled by a double passive turn.

ii) The USA is awarded 5 victory points for each CSA wagon train destroyed.

24) ____ Simplified Supply (recommended for new players)

Each side has a single supply track with 9 boxes (-2 to +6) located on each side's status display. Players no longer track individual units to determine if they are in supply but now track supply for the entire side on one display.

24.1 Supply Expenditure – In the Supply Expenditure Phase reduce each side's victuals by one.

As with the normal supply rules, units may only gain victuals if they are passive. If a side is passive, take the following steps to gain supply:

24.2 Resupply

In the Forage / Resupply Phase, passive players determine how many of a side's division-sized units are in resupply range (including Crawford who starts out as a DC garrison unit) then add victuals to that side's supply track as follows (See 13.2 for resupply range definition including the addition of captured depots and levied towns):

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

24.3 Captured Depot and Levy Supply

For each Confederate division that the Confederate player chooses to put in resupply range via victuals from a captured depot or levied town, reduce the victuals in such depot or town by one. Note that units in a county with a captured depots or levied towns which are fully depleted as the result of other units be considered in resupply range, may not considered to be in resupply range.

DEPOTS	Victuals Simplified Supply Rules
Alexandria	7
Aquia Creek Station	5
Camden Station	5
Harrisburg	5
Harper's Ferry	4
Manassas Junction	3
Martinsburg	3
Winchester	3
Frederick	3
All other Union Depots	2
All Confederate Depots	NA

For

LEVIES	Victuals Simplified Supply Rules
PENNSYLVANIA	
Carlisle	6
Chambersburg	5
Columbia	5
Gettysburg	2
Greencastle	1
Hagerstown	3
Hanover	1
Harrisburg	11
Littlestown	1
Mechanicsburg	2
New Cumberland	1
Newville	1
Shippensburg	2
Taneytown	1
Waynesboro	1
York	7
MARYLAND	
Annapolis	3
Baltimore Each Hex	3
Bladensburg	1
Canton	1
Ellicott Mills	1
Frederick	7
Hagerstown	3
Laurel	1
Pikesville	1
Rockville	1
Sharpsburg	1
Taneytown	1
Towsontown	1
Westminster	1
Williamsport	1
VIRGINIA	
Martinsburg	3
Harper's Ferry	1

24.4 Foraging

During a passive turn, rather than automatically reducing fatigue of all a side's units by three, a passive player selects how many fatigues are to be removed from all its units in the recovery phase to determine how many additional victuals will be gained from foraging.

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

For the Confederates reduce the number of victuals obtained via foraging by one when Confederate infantry units have been north of the Potomac for 15 turns or more (including the day the first unit crossed Potomac).

For the Confederates, reduce the number of victuals obtained via foraging by two if Confederate infantry units have been north of the Potomac for 22 turns or more.

For the Confederates, reduce the number of victuals obtained via foraging by two if Confederate infantry units have been north of the Potomac for 29 turns or more.

For the Confederates, reduce the number of victuals obtained by another one if the Union controls the Shenandoah Valley (see 13.3) .

For the Confederates, reduce the number of victuals obtained by another one if the Union controls the Potomac river (see 13.3).

For the Union reduce the number of victuals obtained by one if a majority of USA division sized units are in Virginia.

For the Union increase the number of victuals obtained by one if a majority of USA division sized units are in Pennsylvania.

24.5 Negative Supply Values

When a side receives victuals from any source, it first places its supply status marker in the zero box and then adds victuals from there (Ex. if a side's supply marker is in the -2 box and it receives 4 victuals its supply marker would be placed in the +4 box not the +2 box).

24.6 Supply Effects

During the Supply Effects phase increase each sides demoralization level by the amount listed below based up its current supply level. Next apply the following disorganization and manpower effects to each unit of a side based upon its side's current supply level.

Supply Level	Army Morale Impact	Disorganization Impact	Manpower Loss
6	-	-	-
5	-	-	-
4	-	-	-
3	-	-	-
2	-	+1 Disorg rolls during following action phase	-
1	+1	+2 Disorg rolls during the following action phase	-
0	+2	Disorganized*, cannot recover* +2 Disorg rolls	-1** if at F4 in supply effects phase*
-1	+3	Disorganized*, cannot recover* +2 disorg rolls	-1** if at F3 or F4 in supply effects*

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

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

24.6 Confederate Detachments – If playing with the CSA Detachments rule, treat the brigade to which the division commander is attached to be a CSA division for purposes of the above simplified supply rule.

25) ____ Variable Initiative Determination (pro-Union)

Upon Meade assuming command, change the manner in which initiatives are determined. Specifically, for tied die rolls award the initiative as follows: 1-1, 2-2, 3-3 and 4-4 – Confederate initiative, 5-5 and 6-6 – Union initiative.

26) _____ Strategic Movement (Neutral)

Eliminate the use of Strategic Movement.

27) _____ Brandy Station – Alternate Opening move rules. (Pro Union)

Substitute the following for the first three turns movement restriction rules for each of the scenarios.

27.1 Movement Restrictions. No units may activate, entrench, build bridges, or use naval movement during the first three turns of the game except as follows:

a) Confederate

   i. No Confederate unit may enter Fauquier or Stafford Counties (For purposes of the above rules treat hex SJW W0618 as being part of Warren County)
   ii. Infantry - Confederate <u>infantry</u> units may activate normally on turns 1, 2, 3 but may not enter Fauquier County.
   iii. Cavalry – Confederate Cavalry may only move on turns 1, 2 or 3 if activated by Union Cavalry movement (see Brandy Station below).

b) Union

   On turns 1 and 2, after the Confederate player has completed all of his activations for the turn, the Union player is allowed to activate (up to fatigue level four) the units of one infantry corps or two cavalry divisions for each Confederate infantry corps which moved one or more units that turn. In addition, the Union player may activate additional corps as follows:

   i) If there are fewer 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 an additional one infantry corps or two cavalry divisions.

   ii) If there are no full Confederate infantry divisions within 5 hexes of Fredericksburg – the Union may activate an additional infantry corps or two additional cavalry divisions. (Total of 2 infantry corps / 4 cavalry divisions if both i & ii are true.).

   On Turn 3, the Union may move units per the results of Brandy Station (See below).

   With the exception of Union Cavalry units on Turn 3, no Union unit may move into Caroline, Spotsylvania, Orange, Culpeper, Rappahannock, or Warren counties on turns 1-3 .

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

Night retreat. After conducting recovery on turn 3, place any Union cavalry unit in Culpepper or Orange Counties in any of the following hexes. SJW South 2109, 2112, 2213, 2414 (Rappahannock Station), 2515, 2109, or 2718 (Mt. Holly Church).

c) Strategic Movement – No unit from either side may use strategic movement on turns 1, 2 or 3.

All movement restrictions on Confederate and Union units are lifted at the start of the fourth turn.

27.2 Brandy Station

On turn 3 , after all Confederate infantry units have completed their moves, USA Cavalry units only may move into Culpeper and Orange Counties.

Confederate Cavalry – Per the foregoing, on turns 1 – 3 Confederate cavalry units may not activate until released by the movement of Union Cavalry Units. Remove one cavalry release marker for each USA Cavalry unit which enters Culpeper County. The CSA Player must announce which unit is being released when each Union unit crosses the Rappahannock. Begin rolling for initiatives once the first USA cavalry unit crosses the Rappahannock River. Confederate Cavalry units may not enter Fauquier or Stafford Counties. The Jenkins cavalry unit may not be activated.

USA and CSA cavalry units (only) may continue to be activated until both players have passed or until no USA cavalry units are south of the Rappahannock River. Once this occurs, the Union player may activate (up to fatigue level 4) the following number of infantry corps:

1) One for each Confederate infantry corps which moved one or more units that turn.
2) 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 one infantry corps.
3) ii) If there are no full Confederate infantry divisions within 5 hexes of Fredericksburg – the Union may activate two additional infantry corps (Total of 3 corps if both i & ii are true.)
4) The number of CSA infantry corps (including its associated brigades) whose ZOC a Union cavalry moved into during the turn.

27.3 Stuart's Pride: The number of CSA victory points shall be reduced by an amount equal to five times Stuart's Embarrassment score which shall be equal to the sum of the following:

1) The number of CSA infantry **corps** which USA cavalry units moved adjacent to during turn 3.
2) The number of D results that CSA cavalry units suffered during turn 3.
3) The number of r results that CSA cavalry units suffered during turn 3.
4) The number of R results that CSA cavalry units suffered during turn 3.
   times 3
5) The number of CSA cavalry combat casualties during turn 3 times 2.
   Example: a 1Dr result would be equal to an increase of 4 on the Stuart Pride score.
6) +5 if the depot in Culpepper is destroyed.

The Stuart Embarrassment Score shall be reduced by an amount equal to :

1) The number of Union cavalry units suffering an R result during turn 3.
2) The number of Union cavalry combat losses during turn 3.

The Stuart Embarrassment score may be reduced down to a minimum of zero during the game by the following: (Stuart's Cavalry are cavalry units designated as CAV – i.e., not Imboden or Jenkins)

1) -2 for each of the following depots captured by Stuart's cavalry: Frederick, Manassas, Alexandria, Mount Royal Depot, Camden Station & Harrisburg.
2) -1 for each other depot captured by Stuart's cavalry.

3) -1 for each of the following depots destroyed by Union units which when destroyed are within 10 hexes of Stuart's cavalry and not within 10 hexes of any CSA infantry unit - Frederick, Manassas, Alexandria, Mount Royal Depot, Camden Station & Harrisburg.
4) -3 for each state capitol building (PA and MD) destroyed by Stuart's cavalry (see 14.3).
5) -1 if a railroad station on the B&O railroad is damaged by Stuart's cavalry east of Frederick Jct.
6) -2 if a railroad station on the Washington Branch Railroad (including Relay House HCR E 2518) is damaged by Stuart's cavalry.
7) -1 if a railroad station on the Northern Central RR is damaged by Stuart's cavalry.
8) -2 if a railroad station on the Philadelphia, Wilmington and Baltimore RR is damaged by Stuart's cavalry (including Camden Station)

Note: Stuart's Embarrassment is only reduced once for each of the above rail lines.

9) -2 if a hex in Baltimore is occupied by Stuart's cavalry at any time.
10) Eliminate all Stuart Embarrassment if a hex in Washington, DC is occupied by Stuart's cavalry at any time.

27.4 Random Events and Union Reinforcements - Do not roll for Random Events or Union Reinforcements during the first three turns of the game.

27.5 Other Activities - With the exception of the foregoing, all other activities occur normally during turns 1 -3 including Operational / Passive declaration, Supply Expenditure, Forage / Resupply, etc.

27.6 Play Balance – As indicated, this rule generally favors the Union. Player wishing to use this rule without giving the Union Player an advantage should award the Confederate player 10 victory points prior to the start of play.

_____ 28) Union Reserve Artillery (Pro-union)

If a reserve artillery unit is in a hex with an attacking unit (either as part of a march or a corps assault), just before the battle is resolved and before any other artillery rolls are made, the attacking player has the option to roll a die to determine how many of the reserve artillery's artillery factors will be added to the combat. The number of factors included shall be equal to the roll of the die minus the fatigue value of the artillery unit. The artillery unit's combat value shall not be added. The artillery unit need not expend additional fatigue in order to add artillery factors in this way. However, the artillery unit shall suffer the same combat result as the attacking unit and shall not be allowed to advance into the hex.

A reserve artillery unit may be activated normally as part of a corps assault or a grand assault in order to utilize its full artillery and manpower value and so that it may advance into the defender's hex. However, if it is not included in the assault for whatever reason, it still may utilize its artillery value per the above provided that it is in the same hex as the assaulting unit.

_____ 29.0 Captured and Destroyed Artillery (Pro-Confederate)

29.1 Any time that a defending unit suffers an R or R* result, or is eliminated in combat (by result or retreat), roll a number of dice equal to the unit's artillery value (*Ex: an AV of 3 would require 3 die rolls*) and apply the following results:

1: The artillery point is captured and added to the AV of any attacking unit
2: The artillery point is destroyed.
3-6: The artillery point is retained by the routed unit.

If the unit suffers an R* result or is eliminated, subtract one per criteria from each die roll.

29.2 In instances of unit elimination, any artillery that are not captured are automatically destroyed.

_____30.0 Stragglers (Neutral)

30.1 During Operational turns, a record is maintained of all non-combat manpower losses due to Extended March or Forced March, and the units from which they were lost.

30.2 During the Recovery phase of a Passive turn, a die roll is made for each individual non-combat manpower loss and the following results are applied:

1: The manpower loss is permanent and is converted to a combat loss.

2-4: The manpower loss is retained as a non-combat loss, the recovery of which will be attempted in future Passive turns.

5-6: The manpower loss is restored to its parent unit.

_____ 31.0 Stonewall Jackson Variant (Pro-Confederate)

31.1 One of the intriguing "what if" questions is how the presence of Stonewall Jackson might have affected the Gettysburg campaign. Avalon Hill's Gettysburg 77 addresses this question with a player option. However, this option was solely for the battle of Gettysburg, which was the scope of that game, and not for the time from when the Army of Northern Virginia broke camp on June 3, 1863 and started moving north. This variant assumes that Stonewall Jackson survived his wounds sustained at Chancellorsville and recovered sufficiently to resume command of his 2nd Corps in time for the Gettysburg campaign. All rules for Long Roads To Gettysburg are in effect, except as modified below.

31.2 Revised Army of Northern Virginia Order of Battle
The Army of Northern Virginia is reorganized back into two Corps as follows:

31.21 A revised Confederate Order of Battle counter sheet accompanies this variant. On it, the two corps are recreated with unit colors that will facilitate the use of the regular GCACW Jackson counter. In addition, there are now Corps and ANV Artillery Reserve counters. Because of a slight change in the artillery values in Stuart's Cavalry, a new set of cavalry counters is included too. Two new counters for Anderson and Early are created that conform to Corps unit colors when using Optional Rule 18.0 – Confederate Detachments. The counter sheet is sized so that when printed at 100%, ½" (12.7mm) counters are made that can be cut and pasted on blank counters to make a counter-set for use in a F-t-F CG.

31.22 Jackson is now in command of the 2nd Corps. Use the Jackson 4-7 counter from "Here Come the Rebels".

31.23 Pender is demoted back to brigade command and A.P. Hill resumes command of the division, and is in Jackson's 2nd Corps.

31.24 3rd Corps is disbanded, and Rodes', Johnson's, and Early's divisions revert to Jackson's 2nd Corps.

31.25 Heth is demoted back to brigade command and Ewell resumes command of the division, and is in Longstreet's 1st Corps. Pettigrew's brigade is now a part of and can <u>only</u> combine with Ewell's division.

31.26 The Reserve Artillery units are used as per GCACW Basic Rules, 7.1, Attack Procedure (Assault Action Only), item 1.
Exc: unless Optional Rule 28: Union Reserve Artillery is also incorporated for the Confederates or Optional Rule 31: Artillery Reserve Unit Movement with Infantry and Use in Marching Unit Combat is incorporated, which applies to both USA and CSA artillery units (see below).

31.27 These changes are codified on the Confederate Set-Up – Stonewall Jackson Variant, which also has modified set-up locations for many of the units, as well as set-up locations for the new Corps and ANV Reserve Artillery units. Reserve Artillery units are placed as close as possible with divisions that lost SP and AV in the revised OOB.

31.28 Included with this Variant is a countersheet with the reorganized, 2 Corps Confederate OOB. Players can copy or print this countersheet. It will then be possible to cut, trim, and paste the counters onto blank counters to create a counterset for face-to-face play.

31.3 Modifications to Union Movement Turns 1-3

31.31 Item 3), paragraph b) of the Initial Movement Restrictions in the High Tide of the Confederacy scenario and in Optional Rule 26) Brandy Station are modified as follows.

31.32 Union: On turns 1 and 2, after the Confederate player has completed all of his activations for the turn, the Union player is allowed to activate (up to fatigue level four) the units of one infantry corps or two cavalry divisions if only one Confederate Corps moved one or more units that turn. If the Confederate player activated both infantry corps, the Union player is allowed to activate (up to fatigue level four) the units of three infantry corps or six cavalry divisions.

31.33 On turn 3, the Union player may activate units as follows, depending upon the scenario:
High Tide of the Confederacy: In addition to the activations allowed in 29.32, the Union player may activate an additional corps or two cavalry divisions if any unit in the cavalry corps (including Jenkins) moved one or more units that turn.
Brandy Station: Union infantry units are activated as outlined in segments 1, 2, 3, and 4. *Exc: If both Confederate corps moved in turn 3, then three Union corps may be activated as per segment 1.*

31.34 In both scenarios, the Union player may activate additional infantry corps or cavalry divisions as allowed by the absence of Confederate infantry divisions within 5 hexes of Fredericksburg in turns 1, 2, and 3.

31.4 Jackson Command Modifiers

31.41 The Confederate player adds 1 to his attack roll if Jackson successfully undertakes an Assault Action. This bonus is in addition to the +1 modifier due to Assault, and is applied regardless of whether or not a "Grand Assault" takes place. The Lee bonus is NA in LRTG.

31.42 Foot Cavalry When Jackson performs an Activate Leader action and rolls for the Movement Allowance for the activated units, roll two dice, one white and one colored. The +2 for Confederate infantry leader is added to the white die for the basic Movement Allowance. If the colored die is even, an additional Movement Point is gained for that impulse. This extra MP is NA if the unit is Disorganized. Extended March die rolls are conducted normally as required.
EX: Jackson performs an Activate Leader action, activating Anderson and Johnson. His Movement Allowance DR is 1W-2C. The resultant Movement Allowance is 4, 1+2=3 (white dr) + 1(even colored dr) = 4 If Anderson and/or Johnson were Disorganized, the +1 MP gained by the colored dr would be NA for the Disorganized units.

31.43 During the Leader Transfer Step of each turn, make a dice roll for a possible medical relapse and apply the following results:

2-3: Jackson debilitated by Chancellorsville wounds.
a. Jackson may not conduct corps assaults**.**
b. The +2 Confederate Infantry Leader movement bonus for activated units is NA for this turn.
c. The 29.42 Foot Cavalry bonus for an even colored die roll is NA for this turn.

4-5: Jackson impacted by Chancellorsville wounds.
a. Jackson does not get the +1 corps assault bonus.
b. The 29.42 Foot Cavalry bonus for an even colored die roll is NA for this turn.

6+: No effect

31.431 After two consecutive turns of an original "2-3" result, a +1 drm is applied to this DR in subsequent turns until a "No effect" result is gained.

31.432 After July 1, a +1 drm is applied to the 29.43 DR. The 29.431 +1drm is still applied as dictated by the medical relapse die roll.

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 and12 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-East
+ 4/2/1 Frederick County-West
+ 4/2/1 Carroll 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
+4/2/1 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 the 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.
+10 1st destroyed RR station on the line between Baltimore Depot (DC) & Annapolis.
+10 1st destroyed station on the 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)
+5 Each additional station on the line between DC & Baltimore or DC and Annapolis (except those already counted per above).
+10 1st destroyed station on the line between Mt. Royal Depot and Harrisburg
+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 and inclusive of the last station on the line. 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 / OCCUPATION OF WASHINGTON, DC
+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)
+5 for the destruction of the Maryland State Capitol (Annapolis hex E3902 HCR)
+15 for the destruction of the White House (E930 HCR)
+25 for the destruction of the U.S. Capitol (E1140 HCR)
+20 if a Confederate unit of any type or strength has occupied a city hex in Washington, DC
+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 at 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

-15 upon the Fall of Vicksburg

9) NEW YORK CITY DRAFT RIOTS

- Roll three dice during the reinforcement phase of July 14 turn.
- CSA gains victory points equal to the total of the three dice

This total may be reduced by one for each MPs removed (PA Militia manpower may not be removed for this purpose.

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 Time Passage – First three turns. Each of the first three turns shall constitute three days of actual time. This is to simulate Lee's pause near Culpepper to gather his forces and supplies and the Union Army's initial slow response to Lee's movement.

3) INITIAL MOVEMENT RESTRICTIONS:

No units may activate or entrench 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 division.

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) SKIPPED ACTIVITY. Do not roll for Random Events or Union Reinforcements during the first three turns of the game. Skip the supply phase on 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,

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 2 on the south map edge in any hex whose first two digits begin with 20xx or higher.
b) Pettigrew arrives on turn 3 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

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

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

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

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

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

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

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

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

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

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

a) The Army of Northern Virginia is currently in a state of Panic.

b) The Army of the Potomac is not in a state of Disorder or Panic.

c) The Confederate player has not already achieved a preliminary substantive victory.

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

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

a) The Army of Northern Virginia is currently in a state of Disorder or Panic.

b) The Confederate demoralization level is at least three greater than the Union army demoralization level.

c) The Confederate player has not already achieved a preliminary marginal victory.

The Confederate player may only cancel such a preliminary Union marginal victory if he is able to achieve a substantive or decisive victory during or at the end of play.

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

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

2) - THE GETTYSBURG CAMPAIGN (Full Campaign)

All of the rules from Hide Tide of the Confederacy 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 30 turn

New York City Draft Riots

During the reinforcement phase of the July 13 turn, the Union player rolls three dice and totals the result. The result is the number of victory points the CSA player gains as a result of the NYC draft riots occurring. The Union player may reduce this total by immediately removing manpower points from the board. The victory point loss is reduced by one for every two PA militia manpower points removed and 1 for any other U.S. manpower point removed. However, in no event shall the number of VPs gained by the CSA be less than three. Such MPs may only be removed from Union units which are within 10 hexes of a rail line that can be traced to the eastern edge of the map. Such manpower may not be taken from DC or Balt units unless and until they have been released. If the Union players elects to send manpower to quell the draft riots, the Union player may not utilize railroad movement on that turn.

The Gettysburg Campaign
VICTORY DETERMINATION

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

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

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

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

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

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

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

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

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

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

d) The Army of Northern Virginia is currently in a state of Panic.

e) The Army of the Potomac is not in a state of Disorder or Panic.

f) The Confederate player has not already achieved a preliminary substantive victory.

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

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

d) The Army of Northern Virginia is currently in a state of Disorder or Panic.

e) The Confederate demoralization level is at least three greater than the Union army demoralization level.

f) The Confederate player has not already achieved a preliminary marginal victory.

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

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

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

Unit	Corp	Strength	Location (Map)
Lee	-	-	With any CSA Corps Commander
Longstreet	1	-	SS4331
Pickett	1	12	Reinforcement Turn 2 - South map edge east of hex row 20xx
McLaws	1	15	SS4229
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	SS4129
Pettigrew	3	4	Reinforcement Turn 3 - South map edge east of hex row 20xx
6 Va	Cav	1	Culpepper
Stuart	Cav	-	SS2116
Jones	Cav	3	SS2116
Robertson	Cav	2	SS2119
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	SN0620 – Sandy Hook
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 corps upon arrival but may attach to any AoP Infantry division.
(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 but may attach to any AoP Infantry division - 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	SS4323
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
Pleasonton	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 - Farrs 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
Rockville
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 The Gettysburg Campaign Scenario 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 in the Gettysburg Campaign scenario , 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; John Hyler who developed the Stonewall Jackson variant and the straggler and artillery optional rules; 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. 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 ensure 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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