THE ROADS TO ANTIETAM
Revised Combined Game Rules & Optional Rules for Stonewall Jackson's Way & Here Come the Rebels

Since the publication of Stonewall Jackson's Way two years ago, I have been a devoted player of this title as well as Here Come the Rebels and the recently released Roads to Gettysburg. Much has been deservedly said about the absolutely beautiful maps which highlight these games. However, unlike many other games with beautiful mapboards, these games back up their visual appeal with an excellent simulation of the U.S. Civil War. Perhaps the system's greatest attribute is that it offers an extremely realistic portrayal of Civil War operations within a straightforward rules framework. As such, players of these games find themselves spending an overwhelming majority of their time engrossed in the real life difficulties of operating a Civil War Army rather than being buried in the pages of a rule book.

Another strong point of the Stonewall Jackson's Way game system is that it offers the possibility of combining games of the series together to recreate entire campaigns. The game's designer Joseph Balkoski has envisioned this possibility and has already provided rules to connect Stonewall Jackson's Way with Here Come the Rebels to simulate Lee's entire 1862 late summer offensive. However, in contrast to the exceptional quality of the system's other rules, these Combined Game Rules seem to have been put together as an afterthought and are a bit sketchy in several regards.

Perhaps one of the most pressing shortcomings in the existing rules for combining SJW & HCTR is their failure to accurately simulate the Union army's demoralization after the Second Battle of Bull Run and its subsequent reorganization and remoralization under McClellan. Although rules exist to simulate these occurrences both in SJW and HCTR, when combined together, these rules simply do not adequately simulate the problems faced by the Union high command in late August of 1862.

Certainly the most difficult and frustrating rule for the Union in both Stonewall Jackson's Way & Here Come the Rebels is the Union Paralysis random event. Difficult, because it can suddenly and unexpectantly cripple your army's ability to react to Confederate movements. Frustrating, because there is absolutely nothing which a player can do to avoid it.

On average, if one uses the Stonewall Jackson's Way Random event table prior to Sept 3 and the Here Come the Rebels Table thereafter (as recommended by the Combined Rules in the back of the Here Come the Rebels rulebook), the Union player can expect to be visited by this most pernicious occurrence on about 8 turns or during about one quarter of the game. The Confederate player, on the other hand, should consider himself extremely unlucky if he ever has to deal with the crippling effects of this random event.

There are two historical justifications for the high incidence of Union Command Paralysis. The first is apparently a need to reflect the incompetence of the Union high command. For the historical gamer, such mandated incompetence rules are frustrating, since they prohibit players from avoiding the mistakes made by their historical counterparts. Thus, even if one has learned from the mistakes of history, one is still doomed to repeat them. Although I recognize the need for such rules in order to insure play balance in some games, given the other disadvantages faced by the Union player in a combined game of SJW & HCTR, the high incidence of Union paralysis seems inappropriate.

A second justification for the extraordinarily high incidence of Union paralysis during the Sept 4 through Sept 12 time period is that during this period the Union army was reorganizing after its demoralizing defeat at Second Bull Run. This rule is perhaps justified when playing Here Comes the Rebels since, by the start of that game, McClellan had already begun to reorganize the Union army. However, when combining the games, it would seem more appropriate to base the timing and length of the Union's reorganization upon the course of events during the first 2 weeks of the campaign rather than on some arbitrary timetable.

Another frustrating rule for the Union is Union Panic. Once again, the Union player has almost no way of avoiding this occurrence except by avoiding combat entirely or continually rolling good dice. Although the negative effects of Union Panic are quickly remedied by the arrival of McClellan, this too is ahistorical, since McClellan did not arrive back from the Peninsula until August 28 and thus would not have been available to immediately assume command if the Union Panic had occurred earlier.

SYNOPSIS OF RULE CHANGES:

In order to smooth the transition from one game to the other, especially in relation to the Union's command and control problems, as well as to clean up several other elements of the Combined Game rules, I have proposed several rules changes and additions.

First, the Union Panic rule has been modified so that Panic occurs at the moment when the combination of Union losses, Union Demoralized manpower points, and Union unsupplied divisions reaches 65. Provided that McClellan is back from the Peninsula, the Union player can place him in command and reorganize the Army at any time after Union Panic occurs. However, although this action eventually ends the Panic, it also brings on a period of Union Command Paralysis while the Federal armies reorganize. On the other hand, if the Union player can avoid Panic entirely, McClellan can take command and reorganize the Army with fewer restrictions on his ability to activate the army.

By changing the Union Panic & Reorganization rules in this manner, the Union player gains some degree of control over his own destiny. For example, in the early going at least, the Union player can avoid Panic by avoiding widespread casualties and demoralization. Furthermore, once Panic has occurred, the Union player can decide whether to immediately reorganize "on the field", with potentially damaging battlefield consequences, or to withdraw and reorganize behind the Washington defenses, as was the case historically. Finally, by virtue of a proximity to commander modification to the Command Paralysis rule, a player can now reduce the effects of a Command Paralysis random event by keeping his forces consolidated around his army leader. This is not only historical, it also gives the placement and movement of Union army leaders some importance.

In addition to the modifications surrounding the Union Panic & Reorganization rules, several other rules have been clarified or added for use with the Combined Game. First is a rule consolidating the railroad movement rules. Second is a rule lifting most movement and attachment restrictions on Union units. (Just because Halleck was incompetent, doesn't mean that you should have to be). Third is a rule consolidating the supply rules. Finally, I have included an add©on map for the Alexandria area. Although this vital Union port and supply base was not captured by Lee during either the 2nd Bull Run Campaign or the Maryland Campaign, its occupation was certainly not out of the question and would have had serious consequences for the Union.

In addition to these changes in the combined game rules, I have also included several suggested optional rules including provisions for multiple commanders, alternate ending dates and inclusion of the Roads to Gettysburg maps. Although these rules add some complexity to the game system, our gaming group has found that they add a great deal of realism to the game and present the Confederate player with a number of strategic options.

Stonewall Jackson's Way/Here Come the Rebels
Combined Game Rules, Rule Changes & Optional Rule
RULE CHANGES

1) EXISTING RULES: The following rules from the existing Combined Game Rules (found in the back of the Here Come the Rebels rulebook) remain unchanged:

> Combined Game Set Up
> French & Humphrey's Divisions
> Funk's Brigade
> Confederate Depots
> Confederate Reorganization
> Confederate Straggling

2) UNION CHANGE OF COMMAND AND UNION PANIC Modify the Union Change of Command Rules & Union Panic Rules as follows:

> If at anytime, the total manpower of all currently demoralized Union forces PLUS all Union manpower losses FROM ALL CAUSES, PLUS the number of currently unsupplied Union division is equal to or greater than 65, Union Panic occurs. From that point forward, until Pope is replaced by McClellan (see below), all Union combat die rolls are reduced by one.

Pope's replacement: The Union player may replace Pope with McClellan in the Leader Transfer segment of any turn if any of the three following conditions are met:

> 1) Union Panic has occurred AND the date is August 27 or later.
> 2) Three days have elapsed since the onset of Union Panic (example: If Union Panic occurs on Aug.20, McClellan can be entered in the leader transfer phase of the Aug 23 turn)
> 3) The date is Sept 2 or later

To reflect the confusion inherent in the change of command, the following rules go into effect when McClellan takes command:

> If Panic has occurred:

> Turn of takeover: Union command paralysis is in effect for all Union units. Panic continues: -1 on all combat die rolls
> Turn following takeover: Roll to determine which corps have been reorganized as per the Union Army Reorganization Rules (below). Union command paralysis is in effect for all non-reorganized corps. Panic ends for all units: No combat die roll modifier.

> 2nd Turn following takeover: Roll to determine which corps have been reorganized as per the Union Army Reorganization Rules (below): add one to the reorganization die roll. Union command paralysis is in effect for all non-reorganized corps.

> 3nd Turn following takeover: Roll to determine which corps have been reorganized as per the Union Army Reorganization Rules (below): add two to the reorganization die roll. Union command paralysis is in effect for all non-reorganized corps.

> 4th Turn following takeover: Disorganization ends, all units which are not already reorganized reorganize as per the the HCR Combined Game "Union Reorganization" rule. Reorganize Union Cavalry as per the HCR Combined Game "Union Cavalry" rule.

> If no Panic has occurred:

Turn of takeover: Union command paralysis is in effect for all units.

Turn following takeover: Roll to determine which corps have been reorganized as per the Union Army Reorganization rules (below). Add two to the reorganization die roll. Union command paralysis is in effect for all non-reorganized corps.

2nd Turn following takeover: Disorganization ends, all units which are not already reorganized reorganize as per the the HCR Combined Game "Union Reorganization" rule. Reorganize Union Cavalry as per the HCR Combined Game "Union Cavalry" rule.

Union Army Reorganization: At the end of the Random Event phase on each turn following McClellan's return, roll a die for each Union Corp leader to determine if his corp has been reorganized. Modify this die roll by the following:
Add the Corps commander's initiative value
If the Corps commander is in the same hex as McClellan: add 2 (This modifier may only be utilized for one Corp leader per turn.)
Subtract 1 for each division in the corp which is demoralized.
Subtract 1 if any division in the corp is on its disorganized side.
Subtract 1 for each division in the corp which is unsupplied.
+1 or +2 depending upon the length of time since McClellan's return (see above)

If the modified die roll is higher than 10 the corp is reorganized. Upon reorganization, replace the corp's units and commander with their Here Come the Rebels counterpart as per the HCR Combined Game "Union Reorganization" rule. Units in the reorganized corp utilizing Corp Activation suffer no movement penalty. In addition, units in the reorganized corp may participate in Corps Assaults and Grand Assaults. (Units in non-reorganized corps; units in reorganized corps not participating in Corp Activation, Corp Assaults or Grand Assaults; and all non-corp affiliated units continue to suffer the effects of Union Paralysis)

(NOTE: Units on their disorganized sides are not flipped to their organized side when a Corp is reorganized. Army Reorganization and Unit Organization/Disorganization are two separate concepts.)

If the modified die roll is 9 or less: Units in the corps are not reorganized.

On future turns, Corps which are reorganized remain so. Corps which are not reorganized roll again at the end of each random events phase.

3) RANDOM EVENTS

Use the Stonewall Jackson's Way Random event table during the entire game. In addition, make the following changes to the Union & Confederate Command Paralysis rules:

All units not participating in Corp Activation or Corps Assaults suffer the effects set forth in the Stonewall Jackson's Way Command Paralysis rules. To determine which Corps leaders will also be affected during the turn, roll one die for each corp. Modify this die by the following:

Add the Corps commander's initiative value

If the Corps commander is in the same hex as the Army Commander: add 3

If the Corps commander is not in the Army Commander's hex but is within the Army Commander's command radius: add 2

If the Corps commander is not within the Army Commander's command radius but is within 12 hexes of the Army Commander:add 1

If the modified die roll is higher than 10: Units in the corp utilizing Corp Activation suffer no movement penalty. In addition, units in the Corp may participate in Corps Assaults and Grand Assaults

If the modified die roll is 10 or less: Units in the corps are subject to the normal Command Paralysis rules.

4) **UNION RAILROAD MOVEMENT Comments:** The Union army had the potential to use the North's extensive rail system to its advantage. However, as occurred during the 2nd Bull Run Campaign, the movement of troops by rail could be seriously hampered by train mix-ups, administrative problems, and the use of rail stock for other purposes such as supply. To reflect these facts, replace the existing RR movement rules with the following:

Eligible Units: Union infantry units beginning a turn in a RR station which is connected to either Alexandria, Baltimore or Washington by a continuous line of RR hexes containing no damaged or destroyed RR stations, are eligible to move by rail.

How Rail Movement is Performed: To move a unit by rail, the active player declares a march action. The unit's fatigue level is increased by one as per the normal march rules (Rolls for disorganization may be necessary).

THE PLAYER ROLLS A DIE and subtracts two if the unit moved by rail in the previous turn.

IF THE RESULT IS 1,2 OR 3 THE UNIT MAY MOVE up to 35 hexes, as long as it moves only along continuous RR hexes and does not enter an enemy occupied hex or ZOC (even if that hex is occupied by a Union unit). Furthermore, it may not enter a hex in a Confederate controlled county. It may not attempt to move by rail again this turn.

IF THE RESULT IS 4,5 OR 6 THE UNIT MAY NOT MOVE. (Note: Even if the unit cannot move, the unit still gains a fatigue level)

Rail Movement Maximums: The following number of Union units may move or ATTEMPT TO MOVE by rail on each turn:

All Virginia Rail Lines Combined: 1 Division or two brigades/regiments.

All Maryland Rail Lines Combined: 1 Division & 1 Brigade/Regiment or three brigade/regiments. (Example: Couch's division (which did not move by rail last turn) begins its turn in 6 Mile Post RR station. The Union player has the initiative and elects to try to move Couch by rail. First,he increases Couch's fatigue by one. Next, he rolls a 5 and thus neither Couch nor any other Union unit can be moved during the current activation phase. During a later activation cycle, the Union player can again attempt to move Couch by rail but he may not attempt to move any other unit by rail in Virginia this turn.)

Cavalry may not move by rail.

5) MOVEMENT RESTRICTIONS:

Union units are no longer subject to movement restrictions with the following exceptions:

The Union movement restrictions set forth in Special Rules #1,#2 and #3)c) are still in effect

All "DC" designated units must remain within the District Columbia (within the District of Columbia defense area South of the Potomac and on or within the ring of forts surrounding Washington north of the Potomac.

All "Balt" designated units may not move west of hex row 2101-2134 on the east HCTR map.(In order to save time, during the game's initial setup, the Union player may place all DC & Balt designated units anywhere within their allowed movement areas. In addition, these units may fortify and attach to eligible units before the beginning of the game.

Confederate units are no longer prohibited from moving or attacking into the D.C. Defense Area

6) ALEXANDRIA:

Players should place the Alexandria add-on map directlybelow Washington. A depot should be placed in Alexandria. All Union reinforcements arriving at 6 Mile Post, Munson's Hill & Urquhart's Tavern should arrive in Alexandria instead.

7) ATTACHMENT:

Utilize the Attachment rules in the Here Comes the Rebels rules but replace the Special Attachment section with the following:

SPECIAL ATTACHMENT

Even though they are not substitutes, both player's infantry regiments/brigades and cavalry regiments may attach to other friendly units of the same type subject to the "Attachment Restrictions" section in column 2, Page 28 of the Here Come the Rebels rules. (Note: Units which do not begin the game on the map may now be attached)

Apply the following attachment rules to Union units:

1) Units with a corp affiliation (Pnell Leg., 60 NY, Piatt, Taylor, Griffin, & Kimball,) may only be attached to another unit of that corp.

3) DC and Balt designated units may only attach to similarly designated units. (They may have non-similarly designated units attach to them.)

4) Shen., RR, Kan, & Res designated units may only attach to similarly designated units until the Union Army is reorganized. Upon reorganization, these units may be attached to any other Union unit.

5) The 3 IN & 6 NY cavalry regiments may attach to any cavalry brigade. No other Union cavalry attachment is allowed.

8) SUPPLY Each unit now has a seperate victual supply which can be indicated either on a seperate paper or through the addition of an additional number counter under each unit. All units may have a maximum of five victuals.All CSA and USA are fully victualled at the start of the game and when they come on the board.

SUPPLY LINE REPAIR PHASE Check for the repair of RR stations on every turn. On a roll of 1 the rail station is repaired.

SUPPLY STATUS PHASE At the beginning of the supply status phase of EVERY turn each unit which is not "in supply" as per the SJW or HCR rules OR any unit at a fatigue level greater than 0 expends one victual. Any unit which has no victuals remaining after revictualling in the supply status phase of ANY turn (check every turn) has its counter flipped and is considered out of supply. Any flipped unit which has victuals remaining after revictualling in the supply status phase of ANY turn has its counter flipped back to its supplied side.

SUPPLY EFFECTS PHASE In the supply effects phase, any unit on its unsupplied side becomes disorganized and if already disorganized loses one MP (This occurs regardless of whether the unit obtained victuals during the action cycle through foraging, depots or levies)

OBTAINING VICTUALS IN THE ACTION CYCLE

Foraging:

Units may expend one fatigue to conduct a forage march action. Roll a die taking into account any modifiers for control of Harper's Ferry (and dispersal) and apply the following results:

1, 2 or 3 - Receive victuals equal to the forage value of the currently occupied hex.

4 - Receive victuals equal to one half the forage value (rounded up).

5 - Receive victuals equal to the forage value (rounded down)

6 - Receive no victuals

Units must make an extended march roll if a forage march would bring them to fatigue level 3 or 4.

Depots:

Each DESTROYED Union depot may provide a number of virtuals equal to twice the number of victory points awarded for its destruction.

These victuals may be distributed to any Confederate unit within 5 hexes of the depot when it is destroyed by a Confederate unit.

Levies:
Each levied town in Pennsylvania may provide a number of victuals equal to twice its VP value.

Towns levied in Maryland provide a total of 8 victuals.

Each city hex of Baltimore levied provides 4 victuals.

These victuals may be distributed to any unit within 5 hexes of the town when it is levied.

OBTAINING VICTUALS IN THE RECOVERY PHASE; At the beginning of the recovery phase of every turn each unit which is "in supply" as per the SJW or HCR rules AND is at fatigue level 0 recieves two victuals.

VICTORY CONDITIONS:Comments:

Perhaps the most difficult aspect of simulating Lee's northern offensive of 1862 is establishing realistic victory conditions. Historically, in the early stages of the campaign, Lee's objective was simply to

defeat the Union Army of Virginia. Only after this had been accomplished did Lee consider moving north into Maryland to seek a decisive victory. Once in Maryland, Lee hoped that the presence of his army on northern soil would convince Great Britain or France to recognize the Confederacy and come to its assistance. Failing this, Lee hoped that if the Army of Northern Virginia could occupy Washington itself; isolate the Capitol; and/or inflict another major defeat on the Union Army the North would be forced to sue for peace.

VICTORY POINTS

The victory points provided below for the Combined Game are an attempt to reflect the historical situation faced by Robert E. Lee. In the early campaigning in Virginia, one will note that there are few victory points to be gained besides those achieved through the destruction and panic of the Union army. However, once the Union Army of Virginia has been forced to withdraw, the way is open for the occupation of Maryland; the collection of a great number of victory points; and a decisive Confederate victory.

Thus, as was true historically, the Southern player's first objective must be to defeat the Army of Virginia. Once this has been accomplished and the Union Army is disorganized, the Confederate player may select its objectives for its drive into Maryland and move on them while the Union army is in the process of remoralizing and reorganizing.

I) CONFEDERATE CONTROL (as defined in Scenario 7 of Here Come the Rebels)

Maryland:
+20 Baltimore County
+10 Prince George's County
+10 Anne Arundel County
+ 5 Montgomery
+ 5 Howard
+ 3 Frederick County-West
+ 2 Frederick County-East
+ 2 Carroll County
+ 2 Washington County

Virginia:
+10 Alexandria County (Includes all territory within the DC Defense Area south of the Potomac) (Alexandria Control hex)
+ 5 Fairfax County (Fairfax Court House Control Hex)
+ 2 Loudoun County (Leesburg Control Hex)

II) DEPOT DESTRUCTION
+10 Alexandria, Harper's Ferry or Camden Station
+ 6 Martinsburg, Manassas Junction, Winchester Toll House
+ 4 Hagerstown, Aquia Creek Station
+ 2 All other depots

III) RAILROAD STATION DESTRUCTION

Virginia:

Presence of a destroyed RR station anywhere on the line between Alexandria & Rappahannock Station inclusive: +10

Presence of a destroyed RR station anywhere on the line between Alexandria & Front Royal inclusive: +5

Presence of a destroyed RR station anywhere on line between Alexandria & Leesburg inclusive: +2

For the destruction of each station listed in Scenario 6 of Stonewall Jackson's way (Page 28, Column 2): +2

For the destruction of Aquia Creek station or Alexandria station: +3

For each other RR station destroyed except Orange Court House: +1

Maryland:

Presence of a destroyed RR station on the line between Washington & Baltimore and on the line between Washington & Annapolis (Both must be cut to gain VPs): +20

Destroyed RR station on line between Baltimore & north or east map edge: +15

+ 3 For each destroyed stations listed in Scenario 7 of Here Comes the Rebels

All other stations = +1 (Note: RR victory points are cumulative. Thus, if the only station which the Confederates destroy is the one in Alexandria the South would receive 20 victory points: 10 for cutting the railline between the Rappahannock and Alexandria, 5 for cutting the railline between Front Royal and Alexandria, 2 for cutting the railline between Leesburg and Alexandria and 3 for destroying Alexandria station.)

IV) +5 for the destruction of the C&O aqueduct.

V) MANPOWER LOSS +2 or -2 For each Manpower lost in combat, retreat, cavalry retreat or surrender. +1 For each Manpower surrendered at Harper's Ferry

VI) UNION PANIC +15 if Union panic has occurred

VII) END OF GAME UNION POINTS: -3 for each Confederate objective hex (from Stonewall Jackson's Way Scenario 6) controlled by the Union at the end of the game.

VICTORY LEVELS:

In order to correctly understand the following victory levels, one must understand the strategic situation in the summer of 1862. As Robert E. Lee clearly understood, if the Confederacy were to survive, either via foreign recognition or via peace negotiations, the Army of Northern Virginia had to win a decisive victory. Any other result might make the situation more difficult for the Union, but eventually the North would prevail.

The situation for the Union was quite different. Clearly, both McClellan and Lincoln wished for a crushing defeat of the Rebel army. However, even if the Army of the Potomac managed to just win a marginal victory, as occurred at Antietam, Lincoln would still have been able to declare victory; issue the Emancipation Proclamation; and transform the war into a crusade against slavery.

Based upon the above, utilize the following levels of victory.

Automatic Victory: The Confederate player automatically wins a decisive victory if at any time Confederate forces occupy The White House, The Capitol or Baltimore Depot.

200+ Confederate decisive: Lee's decisive victory convinces England to recognize the Confederacy and peace talks are begun.

150©200 Draw: Although Lee has beaten the Union army and/or successfully invaded Maryland, he has yet to win the decisive victory he needs to safeguard the Confederacy. Perhaps after rest and refitting, the Army of Northern Virginia can win the decisive victory they need in 1863.

100 © 149 Union Marginal: Although unable to decisively beat Lee, McClellan has managed to safeguard Maryland and the Capitol and at least hold his own on the battlefield.   Lincoln can now issue the Emancipation Proclamation without appearing to be resorting to desperate measures to continue the war. With the Emancipation Proclamation issued, the chances of foreign recognition fade; the Northern population recommits itself to final victory; and the eventual defeat of the Confederacy becomes inevitable.

Less than 100 © Union decisive: McClellan's successful repulse of the Southern invasion grants him an opportunity to follow up his victory; capture Richmond; and end the war in 1862.

(NOTE: If the Confederate Army thoroughly crushes the Union army in the early going, as can sometimes occur, I recommend continuing play and changing the Confederate victory conditions. In such a scenario, the Confederate player wins a decisive victory if he occupies any of the three victory squares in Washington. All other results are a draw.)
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OPTIONAL RULES:

I) MULTIPLE COMMANDERS:
Both Stonewall Jackson's Way & Here Come the Rebels offer excellent opportunities for team play. The following Multiple Commander rules give players a sense of the difficulties in coordinating the movement of a large Civil War army.

COMMANDS:

At the start of the game, the players from each side should select a Commanding Player who controls that sides Army Commander. In addition, the players divide that side's forces amongst themselves. Forces may be divided in any manner in which they see fit as long as all Subordinate Players command at least as many corps as the Commanding Player.
For purposes of his rule, treat the following as separate "corp":

1) All Union Cavalry

2) All RR & Shen designated units.

3) All DC designated units

4) All Balt designated units

5) All Res & Kan designated units

After a side's forces are divided, each Subordinate Player designates an individual corp commander to be his wing commander. This wing commander shall act as the Subordinate's communications center and cannot be changed unless the Corp commander is replaced or killed.

COMMUNICATIONS:

Add a Communications phase immediately following the Random Events phase of every turn. Conferences:

During the Communications phase of every turn, a Commanding Player may hold a verbal conference with a Subordinate Player(s) if all of the following circumstances exist:

1) The Army Commander is in the same hex as a Corp leader under the command of the Commanding Player.

2) The Army Commander is in the same hex or in a hex adjacent to the Subordinate Player's wing commander.

3) The Army is not experiencing a Command Paralysis random event. (Union Army reorganization has no effect on communications.)

Written Communiques:

In addition to verbal conferences, each Commanding Player is allowed to send one written communique to each subordinate each turn and vice versa. At the end of the communications phase, each communique is first given to the opposing Commanding Player who secretly rolls two dice. On a roll of 11 or 12, the opposing commander may secretly examine the communique and then either present it to the opposing commander or destroy it.

Written communications are not allowed during a Command Paralysis random event.

Except as provide above, NO COMMUNICATION OF ANY KIND SHALL TAKE PLACE BETWEEN ALLIED COMMANDERS!

INITIATIVE:

Upon gaining the initiative, a Commanding Player may either pass, use the initiative, or defer it to a Subordinate Player. If deferred to, the Subordinate may either use the initiative ordefer back to the Commanding Player. If the Subordinate defers, then the Commanding Player must then either activate a unit or pass.

UNIT TRANSFER:

Players may trade control of units during the leader transfer phase, but if a unit changes control, it may not activate during that turn. (Notice of command changes or additions are subject to the normal communication rules) Exception: Union forces may be transferred between commanders without a movement penalty when McClellan assumes commands and reorganization occurs.

UNION CHANGE OF COMMAND: (optional)

When McClellan replaces Pope, the Union must select a different Commanding Player.

II) ALTERNATE ENDING DATE:

The game provides an arbitrary ending date of September 21. Presumably, Lee could have stayed on in Maryland had not the Antietam battle so depleted his forces and supplies. However, possessing no direct rail link to Richmond, Lee would have had difficulty drawing on provisions, such as ammunition, which could not be obtained through foraging. To simulate these facts, change the game's rules as follows:

Game End:

If no Confederate infantry unit has crossed the Potomac, the game ends at the end of the September 15 turn.

If a Confederate infantry unit crosses the Potomac by September 15, the games ends either when no Confederate infantry units are in Maryland or Pennsylvania or at the moment the CSA victory point total reaches 250 thus signifying a Confederate decisive victory.

Confederate Ammunition: (The following rules generally incorporate the Ammunition rules found in Roads to Gettysburg) At the start of the game, each Confederate infantry unit receives TWELVE units of ammo and each Confederate cavalry unit receives NINE units of ammo. Keep track of each unit's current ammunition supply on a separate sheet of paper. At no time may any unit have either more ammo than it started the game with or a negative amount of ammo.

Ammunition Expenditure:

At any time a Confederate unit is not in Caroline, Culpepper, Madison, Orange or Spotsylvania county and receives a "D" (Disorganize) result in combat, whether attacking or defending, it loses TWO units of ammo.

At any time a Confederate unit is not in Caroline, Culpepper, Madison, Orange or Spotsylvania county and receives a "F" (Double Fatigue) or "E" (End Action) result in combat, whether attacking or defending, it loses ONE unit of ammo.

Effects of Being Out of Ammunition

A unit which is out of ammunition is penalized as follows:

* Its Combat Value when attacking and defending is multiplied by one©half. Round fractions down to a whole number, although no unit may be reduced to a Combat Value of less than one©half. A unit which is both demoralized and out of ammo may not attack.* Its Artillery Value is 0 in both attack and defense
* If it is a cavalry unit performing a cavalry retreat, subtract 2 from its die roll (NOTE: A unit may be both out of supply and out of ammunition and thus suffers the effects of both conditions.)

Ammunition replenishment: The Confederate player may replenish his ammo in two ways:

1) Depot capture
If a Confederate player captures any of the following depots, he may add the corresponding number of ammo units to one or a combination of Confederate units within ten hexes of the captured depot.

      12 for the capture of the depot at Harper's Ferry

      15 for the capture of the depot at Alexandria

      15 for the capture of the depot in Baltimore

      6 for the capture of any other Union Depot

Depot Destruction: Union infantry units of five MP or greater may destroy Union depots by performing a burn RR station action in the depot's hex. Roll a die, on a roll of 1,2,3 or 4 the depot is destroyed. On a roll of 5 or 6 the action has no effect.

2) Ammunition train

A Confederate ammunition train arrives each time an "Accelerate Confederate Reinforcements" random event is rolled. Upon the arrival of an ammunition train, the Confederate player may add a total of 8 ammunition units to any combination of Confederate units anywhere on the board.

Exceptions: A Confederate unit which is north of the Potomac river may not receive ammunition if any of the following are Union Occupied.

      1) Winchester AND Culpepper or

      2) Harper's Ferry or

      3) Williamsport, Falling Waters, Sharpsburg, AND Naval Battery

      A unit surrounded by enemy ZOC may not receive ammo.

Victory Levels:

The Confederate player wins a decisive victory at the moment he both accumulates 250 victory points and has at least three Confederate infantry divisions in Maryland and/or Pennsylvania.

The Union player wins a marginal victory if the Confederate player has between 125 and 174 victory points at the end of the game.

The Union player wins a decisive victory if the Confederate player has less than 125 victory points at the end of the game.

All other results are a draw.

III) ROADS TO GETTYSBURG MAPS The release of Roads to Gettysburg presents the possibility of adding these maps to a combined SJW/HCR game to give the southern player the opportunity to invade Pennsylvania in 1862 as Lee had hoped to do. In order to incorporate these maps, use the following rules.

Levies: The Confederate player may levy towns in Pennsylvania as per the RTG rules.

Supply:

Forage values in Pennsylvania are 4 for all Confederate Units and 6 for all Union units. Add one to Confederate die rolls if Harper's Ferry is under Union control.

Place Union depots in Harrisburg, York, and Ellicott Mills at the beginning of the game.

Supply status for units in Pennsylvania is determined as per the HCR supply rules.

Any Confederate unit which levies a town is automatically considered in supply during the next supply status check. In addition, an additional number of units which pass through the levied town may also be considered in supply up to one-half of the VP's earned for the levy. (For example, if AP Hill's division levies Carlisle (4 VPs), it and one other unit passing through the town are considered to be in supply during the next supply status phase)

Maryland Levies: Confederate units may also draw supply by levying towns in Maryland. However, because this would have alienated the people of Western Maryland who Lee was trying to win over to the southern cause, it is possible to actually lose victory points for doing so as follows:

All towns in Frederick, Washington, or Carroll Counties may supply up to two units after being levied. -1 Victory Point for every unit thus supplied.

All other towns in Maryland may supply up to two units after being levied. Levying these towns has no effect on victory points.

Baltimore: Levy each hex individually. Each hex may supply one unit. No effect on victory points.

Long Bridge on the Susquehanna:

The Penn Central Railroad bridge across the Susquehanna may be destroyed in the exact same manner as that used to destroy the C&O aqueduct in HCR. In order to do so, the activating Confederate infantry unit must occupy Marysville (hex 4602, north map©RTG) and no enemy unit may occupy hex N4703.

Pennsylvania Militia:

Begin rolling for the arrival of the Pennsylvania Militia when the first Confederate unit crosses the Potomac River. Subtract one from the die roll if a Confederate unit occupies Baltimore or Carroll County or any county in Pennsylvania.

Upon arrival, place the militia in Camp Curtin, Pa.

Railroad Movement:

Union units may move by rail in Pennsylvania subject to the Railroad movement rules outlined above. In addition, apply the following rules:

1) Union units are eligible to move if they are in a station connected to either Alexandria, Baltimore, Washington or HARRISBURG by a continuous line of RR hexes containing no damaged or destroyed RR stations.

2) The Northern Central RR in HCR hex E3301 is considered to connect with the railroad in RTG hex S5801. The distance between the two hexes in terms of RR movement is 23 hexes.

3) As per the RTG rules, the NCRR in hex RTG N5816 is considered to connect with the railroad in hex RTG N5821. The distance between the two hexes in terms of RR movement is six hexes.

4) A maximum of 1 Division or two brigade/regiments may move by rail in Pennsylvania each turn. (For purposes of determining RR movement maximums, consider only the state in which movement begins.)

Pennsylvania Victory Points:

Confederate Control:
Adams County: +2
York County : +3
Dauphin County: +5 (Harrisburg Control hex)
Cumberland County +2 (Carlisle Control hex)
All other Pennsylvania Counties +0

Depot Destruction:
+5 Harrisburg
+2 All other depots in Pennsylvania

Railroad Station Destruction

+3 Camp Curtin
+1 All Other Stations in Pennsylvania

+15 Destruction of the Susquehanna River Bridge at   Marysville

Levies on Pennsylvania towns: As per Roads to Gettysburg rules.

Levies on Maryland towns: Each unit supplied via a levy ona town in Frederick, Washington or Carroll County= -1