

Disrupt Their Plans

1.0 INTRODUCTION

This expansion of “Stonewall in the Valley” (SIV) allows the Confederate player the opportunity to move into areas in northern Virginia and Maryland which Jackson only threatened during his campaign. It also includes the area south of Washington to and south of the Rappahannock River, so that all Union units not with McClellan in the Peninsular Campaign are on the map. These may be sent to McClellan, provided that the Union player is able to contain and/or defeat Jackson’s force.

Playing this expanded version of SIV also requires ownership of *On to Richmond (OTR)*, *Here Come the Rebels (HCR)*, *Stonewall Jackson’s Way (SJW)*, and *Grant Takes Command (GTC)*. In general, play proceeds as a standard advanced game of SIV until April 5, at which point the SJW, HCR, and north GTC maps are added on, with the units on them. After this point, players may move units on these maps.

This game assumes that players use the GCACW Standard Rules (available in *Grant Takes Command*, or off of the GCACW website (www.gcacw.com)).

2.0 CHANGES TO THE SIV RULES

All rules in the *Stonewall in the Valley* “Rules of Play” Advanced Game Rules are used exactly as written, unless they are changed below. The headings below are from these rules and itemize these changes. **Note:** The area called “The Valley” below includes all counties on the SIV maps (except the following counties: Washington, Loudoun, Fauquier, Rappahannock, and Culpeper).

2.1 (SIV 15.0, RANDOM EVENTS)

SNOW

If a “Rain” result occurs before May 9, one player rolls a die. If the result is 1-3, Snow also occurs for the duration of the “Rain” result. Snow has the following effects:

- Units may not enter mountain hexes by a road or trail. (Units may still enter mountain hexes by pike or RR.)
- Units which occupy a mountain hex traversed by only a road or trail may not move until the first day in which snow does not occur.

2.2 (SIV 18.0, REINFORCEMENTS)

Most SIV reinforcements are changed. All sections under this heading are listed below, with changes and additions:

2.2.1 (SIV 18.1 CONFEDERATE REINFORCEMENTS)

STRATEGIC TABLE REINFORCEMENTS

This section is changed, as described below:

Only Lawton is placed in the Richmond Box. The first and second times a “Confederate Reinforcements” result is received, it is converted to “no effect”. The third time it is received, Lawton’s brigade is placed on the map. The fourth and any following times, it is converted to “no effect”.

STRATEGIC TRACK REINFORCEMENTS

Only the section titled “Battle of Seven Pines” is used. However, these actions are performed in the Strategic Cycle after the Strategic Marker moves to Box 6.

In addition, one section is added, as below:

AP Hill’s Division:

From the OTR counters, Gregg, JR Anderson, Branch, and AP Hill are placed in the Richmond Box.

If an “Advance Strategic Marker” result occurs on the Strategic Table and the Strategic Track marker advances to Box 4 (“Battle of Williamsburg”), the Confederate player receives AP Hill, JR

Anderson, and Gregg as reinforcements. These units may be placed in any hex on the south edge of the GTC north map. (**Note:** In this game, AP Hill actually represents JR Anderson, who was in command of the division at this time. For this reason, AP Hill’s tactical value is reduced to 3 in this game. In addition, JR Anderson, Gregg, Branch, and Field (see below) also have tactical values of 3 in this game.) In the following Strategic Cycle, the Confederate player receives Branch as a reinforcement. He may be placed in any hex on the south edge of the GTC north map. In the Strategic Cycle after the Strategic Marker occupies Box 6 (“Battle of Seven Pines”), the Confederate player loses VP if he has not removed these units (or others of the same manpower) from the map. Confederate units may be removed from the map in any Reinforcement Phase if they occupy any hex on the south edge of the north GTC map. They are removed from the game at this point and may not return.

When AP Hill, JR Anderson, and Gregg are placed on the map, the Confederate player may also replace either the 40 VA or 55 VA with Field (represented by the OTR Sub-1 brigade). If both of these units have been eliminated then Field may not be placed.

All units in AP Hill’s division are under both Jackson’s and Ewell’s command.

REINFORCEMENT ENTRY AREAS

This section is used, except that the reinforcements must enter on the south edge of the north GTC map.

EMERGENCY REINFORCEMENTS

This section is used, but one section is added to it:

If the Confederate player receives Heth, he also places the Union infantry brigade Crook on the Turn Track ten turns ahead of the current turn. At the start of the turn corresponding to the box occupied by Crook, the Union player places Crook in any hex on the west map edge of the south SIV map containing a road or pike (i.e., road or pike hexes whose first two digits are “01”).

2.2.2 (SIV 18.2 UNION REINFORCEMENTS)

STRATEGIC TABLE REINFORCEMENTS

This section is not used. However, the “Mountain Department” units are still used. See section 2.2.4 below, “Releasing Mountain Department Units”.

CAVALRY REINFORCEMENTS

This section is used. However, several portion of this rule are changed:

Banks: When the Union player receives a cavalry reinforcement for Banks before April 5, he follows the procedure in the SIV rules. However, if he receives a cavalry reinforcement for Banks on April 5 or any turn after (that is, after the HCR, SJW, & GTC maps have been added on), one cavalry regiment of his choice which is listed in the SIV Union Set-Up for Banks’ cavalry reinforcements, and is part of the District of Washington (see below, 3.3) may be released. (**Note:** The 1 VT is not listed in the Union Set-Up for April 5. If it has not been received as a reinforcement by April 5, it is placed in HCR E1633 (Baltimore Depot). If any other cavalry reinforcements have already been received by April 5, they are not placed on the new maps. However, all cavalry reinforcements which have not been received are placed on the new maps.)

Fremont: Any “Fremont” results are not used. Cavalry reinforcements for Fremont arrive as Special Reinforcements (see below).

EMERGENCY REINFORCEMENTS

This section is not used.

MANASSAS GAP REINFORCEMENTS

This section is not used.

UNION COMMITMENT

This section is used as it is written.

2.2.3 RELEASING MOUNTAIN DEPARTMENT UNITS (NEW)

BLENKER'S DIVISION

On April 5, when the HCR, SJW, & GTC maps are added on, all of the units in Blenker's division (Blenker, Stahel, Steinwehr, Bohlen, and the 4 NY cavalry) are under certain restrictions at the beginning of the game:

- 1) None of these units may move into any hex in column 32xx on the SJW north or south, or HCR west maps;
- 2) None of these units may move into any hex in row xx09 on the SJW south map.
- 3) None of these units may move onto the SIV south map.
- 4) None of these units may build a pontoon bridge.
- 5) All of these units receive a +1 extended march die roll modifier.

These restrictions are removed in the first Recovery Phase in which all of these units occupy a hex with a Union depot and are at Fatigue Level 0 at the beginning of the Recovery Phase.

If a "Lull" occurs on the Strategic Table on or after April 5 (see SIV 16.0), and the above restrictions have not been removed yet, then the Lull happens differently. Steps 1-7 of the Lull are followed for all units *except* those of Blenker's division. Step 8 does not take place. Instead, proceed to the Turn Indication Phase. During the next five days, all steps of the "Sequence of Play" happen normally, except that only the units of Blenker's division may move during the Action Cycle. In addition to the restrictions above, these units also have two other restrictions if they are moving during a Lull:

- 1) They may move into any hex on the SIV middle map in row xx19 or greater, and they may not move onto the SIV south map at all.
- 2) They may not move within 12 hexes of a Confederate unit.

After the end of the fifth day (i.e., at the beginning of the next Strategic Cycle), these two restrictions are removed.

FREMONT, CLUSERET, SHECNCK, AND MILROY

During the Strategic Segment, before players consult the Strategic Table, the Union player rolls two dice. If he rolls a 2 or a 12, he may place Fremont and Cluseret's brigade in Moorfield (SIV M0407) or Box 1 of the Union Off-Map Movement Display. If placed in Box 1, they may move in any following Union Off-Map Movement Phase. At the same time, the Union player places Milroy's brigade on the Turn Track two turns ahead of the current turn. At the start of the turn corresponding to the box occupied by Milroy, the Union player places Milroy in any hex on the west mapedge of the south SIV map containing a road or pike (i.e., road or pike hexes whose first two digits are "01"). At the same time, Schenck's brigade and the 1 CT cavalry are released.

If the units above have not been placed already, they are placed in the first Recovery Phase after the restrictions on Blenker's division are removed (see above). Milroy is placed on the Turn Track two turns ahead, Fremont and Cluseret are placed on the map, and Scheck and the 1 CT cavalry are released.

2.25 MILITIA REINFORCEMENTS (NEW)

In the third consecutive Reinforcement Phase in which Confederate units are in a location which would cause the Valley Track Marker to occupy any box above 0 (even though it may still occupy the 0 box), the Union player begins to receive Militia Reinforcements. Militia Reinforcements must be placed as substitute regiment(s) in any RR hex in Baltimore, Howard, Anne Arundel, Prince George's, District of Columbia, or Fairfax counties. Militia Reinforcements are placed at Fatigue Level 0 on their organized sides. The manpower which the Union player receives as Militia Reinforcements is listed below ("Turn 1" is the first turn in which Militia Reinforcements are placed):

- Turn 1: 3
- Turn 2: 3

- Turn 3: 3
- Turn 4: 7
- Turn 5: 4
- Turn 6: 3

Militia Reinforcements are not part of the District of Washington (see below, 3.3), and may move freely after they are placed. Alternatively, the Union player may leave Militia Reinforcements as part of the District of Washington and release other District of Washington units (of the same manpower). However, these released units may not be part of the I Corps.

If Confederate units are no longer in a location which cause the Valley Track Marker to occupy any box above 0 on the second or third consecutive Reinforcement Phase, no Militia Reinforcements are placed. However, if Confederate unit are in a location which causes the Valley Track Marker to occupy any box above 0 on the third consecutive Reinforcement Phase, all Militia Reinforcements are placed as scheduled, even if Confederate units move out of this area on the fourth day or any day following.

2.2.6 SPECIAL REINFORCEMENTS (NEW)

The Union player receives Special Reinforcements, listed at the end of the Union Set-Up. These reinforcements are placed as indicated in the Reinforcement Phase of the turn listed. If their placement hex is occupied by a Confederate unit, they are delayed until the first Reinforcement Phase in which it is not occupied by a Confederate unit.

2.3 (SIV 19.0, WITHDRAWL)

2.3.1 (SIV 19.1, CONFEDERATE WITHDRAWL)

Confederate units are also eligible for withdrawal if they occupy Orange, Spotsylvania, or Caroline counties and can trace a path of hexes of unlimited length from the hex they occupy to any mapedge hex. This path may not enter a Union-occupied hex or a Union ZOC (although it may enter Union ZOC which are Confederate-occupied).

2.3.2 (SIV 19.2, UNION WITHDRAWL)

Union units may still be withdrawn, but this part of the rules is cover below, in section 3.3.

2.4 (SIV 20.0 UNION COMMITMENT)

Union units may still be committed, but this part of the rules is cover below, in section 3.3.

2.5 (SIV 22.0, COUNTY CONTROL)

This section is used, but the MARYLAND portion is not used.

The Union player automatically controls all counties (except those in the Valley) which the Confederate player does not control. Counties in the Valley which are controlled by neither player are "Neutral", except for Augusta county, which is automatically Confederate-controlled unless the Union player controls it.

County control hexes for several counties are not listed on the map.

These are listed below:

Loudoun: Leesburg (HCR W3533)

Fairfax: Fairfax Court House (SJW N5017) or Alexandria (ALX 0605) (**Note:** Either hex may be used; see Victory Conditions, under LRTR 5.8)

Prince William: Manassas Junction (SJW S4101)

Fauquier: Warrenton (SJW S2403)

Stafford: Stafford Court House (GTC N4306)

2.6 (SIV 23.0, BRIDGE DESTTUION AND REPAIR)

This section is not used, per the Standard Rules.

2.7 (SIV 24.0, SUPPLY)

This section is used. However, several changes are made:

- Confederate units in the Valley, and in Culpeper, Madison, Orange, Albemarle, Louisa, Spotsylvania, and Caroline counties, are automatically in supply. However, all other Confederate units must determine supply status. This is done the

same way as in SIV 24.2 (Union Supply Status), except that all “Union” references are changed to “Confederate”, and all “Confederate” references are changed to “Union”. In addition, the Confederate player has one Forage Modifier: If a Confederate foraging unit occupies any county in Maryland, *1 is added* to the Confederate player’s forage roll in addition to the unit’s Fatigue Level modifier.

- The Union player has one Forage Modifier: If a Union foraging unit occupies any county in Maryland, *1 is subtracted* from the Union player’s forage roll. The unit’s Fatigue Level modifier is still added to the die roll, however.
- The Union player may place or flip a depot on any RR station from which he can trace a path of RR hexes to a Washington DC or Baltimore city hex, or any of the following hexes: HCR E3301, HCR E4306, or SIV N0111. This path may not cross a destroyed bridge, or enter a destroyed RR station, a hex occupied by a Confederate infantry unit with a Breastworks-Complete marker or higher, or a Confederate-controlled county.
- The Confederate player may place or flip a depot on any RR station from which he can trace a path of RR hexes to GTC N2334 (Frederickshall Station) or GTC N4534. This path may not cross a destroyed bridge, or enter a destroyed RR station, a hex occupied by a Union infantry unit with a Breastworks-Complete marker or higher, or a Union-controlled county. (**Note:** The RR in SIV S3534 connects with the RR in GTC N0127.)
- If a player cannot trace a RR path for a complete depot during a Supply Status Segment, that depot is flipped to its “build” side.

3.0 ADDED RULES

Several rules are added from OTR (with modifications), and several new rules are also included.

3.1 (OTR 21.0, RAILROAD MOVEMENT)

Both players may use RR movement, as written in OTR 21.0. For Union units using RR movement, use section 21.0 exactly as it is written in the OTR rules, except that all “Confederate” references are changed to “Union”; all “Union” references are changed to “Confederate”. Also, Union units use the chart below for RR movement:

HEXES MOVED	FATIGUE LEVEL GAIN
1 to 20	1
21 to 40	2
41 to 60	3

The Union player may embark a maximum of three units per day. There is no limitation on the size of these units, but the total amount of manpower embarked may not be more than 21 per day. The Confederate player may embark a maximum of one unit per day.

Also, several RR movement limitations not listed in the OTR rules apply for both sides. These are:

- It may not enter a hex containing a damaged or destroyed RR station.
- A Union unit which wished to embark by rail must be able to trace a path of RR hexes from the hex it occupies to a Washington DC or Baltimore city hex, or any of the following hexes: HCR E3301, HCR E4306, or SIV N0111. This path may not enter a hex occupied by a Confederate infantry unit with a Breastworks-Complete marker or higher, or a Confederate-controlled county.
- A Confederate unit which wished to embark by rail must be able to trace a path of RR hexes from the hex it occupies to GTC N2334 (Frederickshall Station) or GTC N4534. This path may not enter a hex occupied by a Union infantry unit with a Breastworks-Complete marker or higher, or a Union-controlled county. (Remember that the RR in SIV S3534 connects with the RR in GTC N0127.)

The railroad in HCR W5806 (New Windsor) connects to the railroad in HCR E2601. The distance between these two hexes in terms of RR movement is 24 hexes. Units may move from one map to another by RR movement, provided that they can do so without going above Fatigue Level 4.

Two hex-to-hex railroad connections are not shown on the map. These are listed below:

- The RR in GTC N0914 (Rapidan Station) connects to the RR in GTC 0814 over a bridge.
- The RR in GTC N4213 (Chatham) connects to the RR in GTC N4114 (Fredericksburg) over a bridge.
- The RR in HCR E1633 (Baltimore Depot) connects to the RR in ALX 0801 via HCR E1534 (Capitol).

RAILROAD AREAS

Railroad areas do not exist in this game.

3.2 (OTR 24.0, UNION GUNBOATS)

The Union player has one gunboat in this game. All rules from OTR 24.0 apply to it. However, it may only be used in the areas listed below:

- On the Potomac River on the SJW North and South, GTC North, Alexandria, and HCR East maps, but no farther north than HCR E1134 (Fort Smith) – E1234 (Georgetown)
- On the Occoquan River on the SJW North map, but no farther west than SJW N5327 – N5227 (Occoquan)
- On the Anacostia River on the HCR East map

3.3 (OTR 27.0, THE SHENANDOAH VALLEY)

This section is used, but since the OTR area is not included in this game, and the Valley area is on the map, it is changed somewhat. The following rules are used in place of the rules in OTR 27.0. However, they do refer to OTR 27.0 in places.

THE VALLEY SEGMENT

After the Recovery Phase on April 11 (Turn 36), and every seventh turn afterwards (Turns 43, 50, 57, 64, 71, 78, 85, 92, 99, & 105) there is a “Valley Segment”. (Turn 105 is not divisible by 7, but it is the last turn of the game.) During the Valley Segment, the players perform the following sequence of activities:

1. **Offensive:** The Confederate player checks to see which counties he occupies with at least 8 manpower (infantry or cavalry – he need not control the county). Most counties have a number (see the list below). The Valley Track marker (on the Valley Track on the OTR south map) is moved to the box corresponding with the highest numbered county that the Confederate player occupies. (**Exception:** If Confederate units occupy Shenandoah County, and less than 8 manpower are north of row xx32, the Confederate player is not considered to be “occupying” Shenandoah County.) **Note:** If the Confederate player occupies a higher numbered county than he controlled in the previous Valley Segment, the Valley Track marker is moved up an additional one box during that segment only.
 - 1) Hampshire, Hardy, Shenandoah, Warren
 - 2) Frederick (VA), Clarke, Jefferson, Berkeley, Morgan, Mineral, Washington, Loudoun, Fauquier
 - 3) Frederick (West), Frederick (East), Prince William
 - 4) Carroll, Montgomery, Howard, Baltimore, Anne Arundel, Prince George’s, District of Columbia, Fairfax
2. **Union Release:** The Union player attempts to “release” District of Washington units. All activities are performed exactly as in the section titled “Release of Union Units From Fredericksburg”, except as noted below:
 - The Fredericksburg box is not used. Instead, read all references to the Fredericksburg box as “District of Washington” (**Historical Note:** This includes the District of Washington, the Middle Department, and the Department of the Rappahannock). All Union units which are part of the District of Washington are listed in a separate Union Set-Up. Units which are part of the District of Washington may not enter certain areas:

1. The Valley (see above, 2.0)
2. Any of the following counties: Orange, Spotsylvania, Caroline, Culpeper, Madison, Rappahannock, Washington, Frederick-West (**Exception:** Units may enter Fredericksburg (SJW S4328 and all hexes adjacent to it).)
3. District of Washington units which are also part of the “Department of the Rappahannock” are restricted even further. They may only enter the following counties: District of Columbia, Fairfax, Prince William (east of column 37xx), Stafford, and Spotsylvania (only the Fredericksburg (GTC N4114) and the hexes adjacent to it).
4. **Exception:** District of Washington units (including I Corps units) may enter any county on the maps, except for Augusta, Rockingham, Highland, Pendleton, Culpeper, Rappahannock, Madison, Orange, Spotsylvania, and Caroline, if Confederate units are in a location which would cause the Valley Track Marker to occupy any box above 0 (It may still occupy the 0 box). However, once the Valley Track Marker occupies the 0 box, these units must move back out.

Note: If the Union player moves District of Washington units into the areas listed above, he loses VP. Using the “Union Commitment Chart” from SIV, the Union player loses VP on the day the unit crosses out of the area described in note 3 above. These VP are calculated for the previous Strategic Cycle; therefore, if the Union player moves a District of Washington brigade out on turn 63, he would lose 8 VP, not 7.

- The Union player may attempt to release units from the District of Washington starting with the first Valley Segment (April 11). However, he must add 1 to all die rolls on the “Union Release Table” before May 9. Units which are “released” no longer have the movement restrictions listed above. After being released, they may be sent to the Peninsula (see below, “Union Withdrawal”). **Note:** Even if the Union player receives an “All units released” result, he must always keep at least 40 manpower as part of the District of Washington.
- The Rappahannock box is not used. Instead, Confederate units in the counties listed below are considered to be in the Rappahannock box:
Rappahannock, Culpeper, Madison, Orange, Albemarle, Louisa, Spotsylvania, and Caroline counties.
- Do not use the section “Deploying Released Union Units to the Map”. Instead, see “Union Withdrawal” below.
- The section titled “Automatic Withdrawal of Confederate Units” is not used.

UNION WITHDRAWAL

The Union player may withdraw units as per section 19.2 of the SIV Advanced Rules. To do this, he moves the units out of the Valley. However, he does NOT gain VP, as per the SIV Advanced Rules. These units become part of the District of Washington (see above) and have the movement restrictions listed above, and may be withdrawn to the Peninsula (see below) if they are released. (**Note:** The Union player may move units out of the Valley and not let them become part of the District of Washington. In this case, the units may not be withdrawn to the Peninsula, but they have no movement restrictions.)

Units which are part of the District of Washington may also be withdrawn to the Peninsula for additional VP. Any units which are part of the District of Washington and are released during Step 2 of the Valley Segment may be withdrawn to the Peninsula at any time later in the game. To do this, the Union player may move these units to any of the locations listed below:

- The south edge of the north GTC map
- A hex with a major river hexside on the HCR east map east of column 31xx
- On the Potomac River on the SJW North and South, GTC North, Alexandria, and HCR East maps, but no farther north than HCR E1134 (Fort Smith) – E1234 (Georgetown)

- On the Occoquan River on the SJW North map, but no farther west than SJW N5327 – N5227 (Occoquan)
- On the Anacostia River on the HCR East map

These units may then be removed from the map in the Recovery Phase. The Union player gains the same VP per the Union Withdrawal Chart (in the SIV Charts & Tables) as if the units had been withdrawn normally (VP are calculated for the Strategic Cycle following; for example, units withdrawn on turn 52 gain MVx1, not MV+1). However, when withdrawing units to the Peninsula, the Union player gains an additional 1 VP per manpower point for units withdrawn (this VP bonus is available even on Turn 105).

Units which are withdrawn from the Valley before April 5 may be automatically withdrawn to the Peninsula on the same day (no dice need to be rolled). Alternatively, the Union player may choose not to withdraw these units to the Peninsula. In this case, he may set them up on April 5 anywhere within 10 hexes of HCR E1633 (Baltimore Depot).

Units which have been withdrawn to the Peninsula may be recalled to the map, but at a VP cost. If the Union player wants to recall units from the Peninsula, he places the units on the turn track *five* turns ahead of the current turn. At the start of the turn occupied by these units, they may be placed in any hex they could have exited from, except the south edge of the north GTC map. A maximum of 20 manpower may be recalled every five turns. The Union player loses VP on the turn he recalls the units (not the turn they are placed on the map). These VP are calculated from the Union Withdrawal Chart, for the previous Strategic Cycle. However, the Union player loses an additional 2 VP per manpower point for units recalled.

3.4 TRANSFER

An “Off-Map Transfer Phase” is inserted into the Advanced Game Sequence of Play (SIV 14.0) between the Step 3 (Union Off-Map Movement Phase) and Step 4 (Harpers Ferry Phase). (**Note:** This phase does not occur on turns before April 5.) The Union player transfers first; the Confederate player second. If a unit transfers, all markers (Demoralize, Fatigue, etc.) remain on the unit. A unit with a disorganized strength marker remains disorganized. Leaders may be transferred, but they must be attached to a subordinate unit.

Units may transfer in several ways during this phase:

- *2-Day Transfer to the Valley:* If, during an Off-Map Transfer Phase, a player’s units occupy any hexes on the west edge of the south SJW map from SJW S0120 to S0132, those units may be transferred to the Valley. The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any of the following hexes:
 - SIV S5018 (Simmons Gap)
 - SIV S5118 (Powell’s Gap)
 - SIV S5416 (Swift Run Gap)
 - SIV S5706 (Factory)
 - Any hex on the mapedge between SIV S5804 (Flemburg) and SIV M3534 (Valleyburg)
- *2-Day Transfer from the Valley:* If, during an Off-Map Transfer Phase, a player’s units occupy any of the following hexes, those units may be transferred from the Valley:
 - SIV S5018 (Simmons Gap)
 - SIV S5118 (Powell’s Gap)
 - SIV S5416 (Swift Run Gap)
 - SIV S5706 (Factory)
 - Any hex on the mapedge between SIV S5804 (Flemburg) and SIV M3534 (Valleyburg)

The player removes the units he wishes to transfer and places them on the Turn Track *two* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hexes on the west edge of the south SJW map from SJW S0120 to S0132.

- *3-Day Transfer to the Valley:* If, during an Off-Map Transfer Phase, a player’s units occupy any hexes on the mapedge from SJW

S0120 to GTC N0134, those units may be transferred to the Valley. The player removes the units he wishes to transfer and places them on the Turn Track *three* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any of the following hexes:

- SIV S4032 (Jarman's Gap)
- SIV S4131 (Turk's Gap)
- SIV S4432 (Brown's Gap)
- SIV S5018 (Simmons Gap)
- SIV S5118 (Powell's Gap)
- SIV S5416 (Swift Run Gap)
- *3-Day Transfer from the Valley:* If, during an Off-Map Transfer Phase, a player's units occupy any of the following hexes, those units may be transferred from the Valley:
 - SIV S4032 (Jarman's Gap)
 - SIV S4131 (Turk's Gap)
 - SIV S4432 (Brown's Gap)
 - SIV S5018 (Simmons Gap)
 - SIV S5118 (Powell's Gap)
 - SIV S5416 (Swift Run Gap)

The player removes the units he wishes to transfer and places them on the Turn Track *three* turns ahead of the current turn. At the start of the turn corresponding to the box occupied by his units, the player places the units in any hexes on the mapedge from SJW S0120 to GTC N0134.

3.5 UNION FORTS

Rules for forts from GTC 32.0 (Confederate Forts) should be used, except that all "Confederate" references should be changed to "Union", and that all "Union" references should be changed to "Confederate". In addition, if a unit entrenches in a fort hex, place a Breastworks-Complete marker atop the unit (instead of Breastworks-Build).

All Union forts have an intrinsic Combat Value of 1. In general Union forts have an intrinsic Artillery value of 2. The only exceptions are:

- Fort Lyon (ALX 0507), which has an Artillery value of 7;
- Fort Runyon (ALX 0602), which has an Artillery value of 3;
- Fort Ramsey (ALX 0102) and Fort McHenry (HCR E3711), which have Artillery values of 1;
- Fort Federal Hill (HCR E3610) and Fort Marshall (HCR E3809), which have Artillery values of 4.

(**Note:** Forts McHenry & Federal Hill are in city hexes. However, these two hexes are treated as "Rolling" when determining the Artillery Modifier in combat.)

The Baltimore Add-On map from the Skirmisher #2 should be used. All forts on this map are used, but the redoubts are ignored. They were not built until June, 1863.

3.6 DESTRUCTION OF DC STRUCTURES

The Confederate player may destroy certain structures in Washington, DC. If he does, the Union player suffers certain penalties:

- *US Arsenal (ALX 0802):* If the Confederate player performs a Burn RR Station action with a unit with a combat value of 5 or more, the Arsenal is destroyed. Place a "Destroy" marker on the hex. In this case, place an "Out of Ammunition" marker on the Turn Track, 30 days ahead of the current turn. Until the turn that this marker occupies, the Union player may replenish ammunition at *half* the rate that he can normally (rounded down).
- *Navy Yard (ALX 0902):* If the Confederate player performs a Burn RR Station action with a unit with a combat value of 5 or more, the Navy Yard is destroyed. Place a "Destroy" marker on the hex. In this case, place a spare Fatigue marker on the Turn Track, 30 days ahead of the current turn. Until the turn that this marker occupies, the Union gunboat may only perform *half* the actions it normally could; Defensive Support twice per turn, and Bombardment once every other turn.

- *Baltimore Depot (HCR E1633):* If the Confederate player performs a Burn RR Station action with a unit with a combat value of 5 or more, the depot is destroyed (This depot may not be destroyed unless a Confederate unit with a combat value of 5 or more performs a Burn RR Station action in the hex, contrary to normal SIV rules). Place a "Destroy" marker on the hex. In this case, place an "Out of Supply" marker on the Turn Track, 30 days ahead of the current turn. Until the turn that this marker occupies, the Union player may not place or flip a depot. In addition, during this time a Union depot on its "Complete" side only supplies units in the county it is in, not adjacent counties.

3.7 "DISRUPT THEIR PLANS" SCENARIO

There is one scenario for "Disrupt Their Plans". The scenario rules from SIV 27.0, "Advanced Game Scenario", are used except where they are changed below:

MAPS: In addition to the SIV maps, use the north GTC map, both SJW maps, both HCR maps, and the Alexandria and Baltimore add-on maps (in the Skirmisher #2). These additional maps are not used until April 5 (see Special Rule 1). Lay the maps down in the order listed here: first, SJW; second, HCR, third GTC, fourth, the Alexandria and Baltimore add-on maps. The SJW and HCR maps are placed underneath the SIV maps. The RTG south map may also be used. If so, it is placed underneath the HCR and SIV maps.

SPECIAL RULES:

Special Rule 2a (Schenck) is not used. The following special rules are added:

1. March 7 Set-Up: On March 7, when this scenario begins, all units which begin the game on the map are set up per the Union and Confederate set-ups of SIV 27.1, "The Shenandoah Valley Campaign". Other units (reinforcements, units in off-map boxes, etc.) are set up according to the Union and Confederate March 7 Set-Up's below.

1. April 5 Set-Up: On April 5, the additional maps listed above (in "Maps") are added on, and the units listed below in the Union and Confederate April 5 Set-Up's below are placed on these maps.

2. Blenker: Blenker's division (Blenker, Stahel, Steinwehr, Bohlen, and the 4 NY) has movement restrictions (see DTP 2.2.3 above, "Releasing Mountain Department Units").

3. District of Washington: Union "District of Washington" units are listed under a separate set-up. These units have movement restrictions (see DTP 2.2.3 above, "Releasing Mountain Department Units").

4. Schenck, 1 CT: Schenck and 1 CT cavalry may not activate or entrench until they are released (see DTP 2.2.3, above). However, they are released immediately if a Confederate unit enters Hardy County.

5. Destroyed RR Stations & Bridges: Place Destroyed RR Station or Destroyed Bridge markers on the following hexes at the beginning of the game:

RR Stations:

- SJW N5214 (Vienna)
- SJW N4913 (Hunter's Mill Station)
- SJW N3421 (Gainesville)
- SJW N2518 (White Plains)
- SJW N2014 (Rectortown)
- SJW N1615 (Piedmont)
- SJW N1215 (Markham Depot)
- SJW S3703 (Bristoe Station)
- SJW S3807 (Catlett's Station)
- SJW S3108 (Warrenton Junction)
- SJW S2610 (Beaeton Station)
- SJW S2414 (Rappahannock Station)

Bridges:

- SJW S3802-S3902
- SJW S3207-S3307 (Catlett's Station)

6. Strategic Marker: If the Strategic Marker does not occupy Box 3 on the Strategic Segment of April 5, it is moved there. It may not move past Box 3 until after April 5. If an "Advance Strategic Marker" result

occurs in the April 5 Strategic Segment and the Strategic Marker is already in Box 3, it is converted to “No Effect”. If the Strategic Marker still occupies Box 1 on April 5, it is still moved forward to Box 3.

7. Confederate Units in Culpeper County: If any Confederate infantry units occupy Culpeper County during the Strategic Cycle of Turn 40 (April 15), the Confederate player may add a total of three manpower to these units. This manpower may be added to one unit or split between up to three units. If no Confederate infantry unit occupies Culpeper County during the Strategic Cycle of Turn 40, this manpower may be added to any Confederate unit which occupies Culpeper County during any later Strategic Cycle.

8. Rappahannock Redoubts: The redoubts on the Rappahannock River on the GTC North map (GTC N0814, N1014, N1411, N1611, N1809) may not be used. They were not built until 1864.

9. Tactical Values: All units which are from SJW, HCR, and OTR have their tactical values raised by 1 in this scenario. However, AP Hill’s tactical value is reduced to 3.

VICTORY CONDITIONS

Two Victory Conditions are not used:

- 1) The –18 victory condition (for Confederate infantry brigades in Maryland), and
- 2) The victory condition for withdrawing Union infantry brigades (although the Union player may now withdraw brigades to the Peninsula).

However, the victory conditions below are added:

VP Reason

- 10 In each County Control Segment in which the Confederate player controls Stafford County.
- 20 In each County Control Segment in which the Confederate player controls Fauquier County.
- 30 In each County Control Segment in which the Confederate player controls Loudoun or Washington counties.
- 36 In each County Control Segment in which the Confederate player controls Prince William County.
- 42 In each County Control Segment in which the Confederate player controls Frederick-West County.
- 54 In each County Control Segment in which the Confederate player controls Frederick-East or Carroll counties.
- 54 In each County Control Segment in which the Confederate player controls Fairfax County and occupies the control seat at Fairfax Court House (SJW N5017).
- 72 In each County Control Segment in which the Confederate player controls Howard or Montgomery counties.
- 90 In each County Control Segment in which the Confederate player controls Prince George’s or Anne Arundel Counties.
- 105 In each County Control Segment in which the Confederate player controls Fairfax County and occupies the control seat at Alexandria (ALX 0605).
- 150 In each County Control Segment in which the Confederate player controls Baltimore County.
- 300 In each County Control Segment in which the Confederate player controls the District of Columbia.

- Notes:**
1. If the Confederate player fulfills the requirements for control of more than one county in a given Valley Theater County Control Segment, the Union player loses VP only for the county with the *highest* VP loss.
 2. Since the Confederate player will usually be performing a “raid” and therefore moving quickly when he occupies the counties listed above, the Confederate player may determine which county he controls during the Recovery Phase of a given day and receive one fifth of the VP’s he would normally receive during a County Control Segment (rounded up). If he receives VP for county control during the Recovery Phase, he does not receive VP for county control in the following County Control Segment.
 3. If the Confederate player occupies one of the counties listed above with at least 12 manpower but does not occupy the control seat, he receives half the VP he would

if he controlled the county (rounded up). (**Note:** The Union player loses 54 VP, not 105, if the Confederate player occupies Fairfax County in this way.)

- +10 In each County Control Segment in which the Union player controls Orange County.
- +15 In each County Control Segment in which the Union player controls Louisa County.
- 90 If the Arsenal (ALX 0802) is destroyed
- 90 If the Navy Yard (ALX 0902) is destroyed
- 90 If the depot at Baltimore Depot (HCR E1633) is destroyed
- 9 If the Confederate player calls in Heth as a reinforcement
- 24 For each Confederate brigade which is later eliminated, that has occupied any of these counties at any time during the game: Frederick-East, Carroll, Montgomery, Howard, Prince George’s, Anne Arundel, Baltimore, DC, Fairfax, Prince William.
- +24 If less than 30 manpower of Confederate infantry units have been exited from the map in the Strategic Cycle after the Strategic Marker moves to Box 6 (“Battle of Seven Pines”). (**Note:** This is reduced to +12 if at least 15 manpower have been exited.)
- +12 If either AP Hill or Ewell has not been exited from the map in the Strategic Cycle after the Strategic Marker moves to Box 6 (“Battle of Seven Pines”).
- +? For each Union infantry brigade withdrawn from the map to the Peninsula during a Withdrawal Segment (see DTP 3.3, above). To determine the number of VP received for each withdrawn brigade, consult the Union Withdrawal Chart. (Remember to add 1 VP per manpower for brigades withdrawn to the Peninsula.)

At the end of the game, the Union VP total is determined, and the players consult the following chart to determine the winner.

Union VP	Winner
351 or more	Union Decisive Victory
228 to 350	Union Substantive Victory
155 to 227	Union Marginal Victory
-4 to 154	Confederate Marginal Victory
-163 to -5	Confederate Substantive Victory
-164 or less	Confederate Decisive Victory

CONFEDERATE SET-UP (MARCH 7)

Unit/Leader	Size	Command	Type	Man Value	Hex
<i>Remember to use the Confederate Set-Up from SIV 27.1 in addition to this.</i>					
Whiting	Div	W-V	Ldr	-	Whiting's Division Box
Law	Brig	W-V	Inf	5	Whiting's Division Box
Hood	Brig	W-V	Inf	5	Whiting's Division Box
Hampton	Brig	W-V	Inf	4	Whiting's Division Box
Hatton	Brig	W-V	Inf	4	Whiting's Division Box
Pettigrew	Brig	W-V	Inf	4	Whiting's Division Box
AP Hill (OTR)	Div	[AH-V]*	Ldr	-	Richmond Box
JR Anderson (OTR)	D-Div	[AH-V]*	Inf	8	Richmond Box
Gregg (OTR)	D-Div	[AH-V]*	Inf	8	Richmond Box
Branch (OTR)	Brig	[AH-V]*	Inf	8	Richmond Box
Sub-1 [Field] (OTR)	Brig	[AH-V]+	Inf	-	Richmond Box
Lawton	Brig	V	Inf	8	Richmond Box
Heth	Brig	V	Inf	3	Emergency Reinforcements Box

* - All units in AP Hill's division are under both Jackson's and Ewell's command.

+ - Field's brigade (represented by the OTR Sub-1 brigade) may replace either the 40 VA or 55 VA See DTP 2.2.1.

CONFEDERATE SET-UP (APRIL 5)

Unit/Leader	Size	Command	Type	Man Value	Hex
2/6 VA	Regt	-	Cav	1	SJW S0108 (Sperryville)
Ewell	Div	E-V	Ldr	-	SJW S2215 (Elkwood)
Taylor	Brig	E-V	Inf	5	SJW S2215 (Elkwood)
Trimble	Brig	E-V	Inf	5	SJW S2215 (Elkwood)
Elzey	Brig	E-V	Inf	2	SJW S2215 (Elkwood)
9 VA (OTR)	Regt	Cav	Cav	1	SJW S4118
40 VA (OTR)	Regt	[E-V]*	Inf	3	SJW S4328 (Fredericksburg)
55 VA (OTR)	Regt	[E-V]*	Inf	2	SJW S4328 (Fredericksburg)

* - The 40 VA and 55 VA are under both Jackson's and Ewell's command in this game. Either of these regiments may be replaced with Field's brigade when AP Hill comes on the map (see DTP 2.2.1, "AP Hill's Division").

UNION SET-UP (MARCH 7)

Unit/Leader	Size	Command	Type	Man Value	Hex
<i>Remember to use the Union Set-Up from SIV 27.1 in addition to this.</i>					
1 CT	Regt	-	Cav	1	SIV M0407 (Moorfield)
1 VT	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
1 MD	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
5 NY	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
8 NY	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
1 ME	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
10 NY	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
2 PA	Regt	-	Cav	-	Cavalry Reinforcements Box (Banks)
Kelley	Brig	M	Inf	4	Emergency Reinforcements Box
Fremont	Dist	M	Ldr	-	Mountain Department Box
Cluseret	Brig	M	Inf	3	Mountain Department Box
Milroy	Brig	M	Inf	5	Mountain Department Box
Crook	Brig	M	Inf	4	Mountain Department Box

3 WV	Regt	-	Cav	1	Special Reinforcement, Turn 40: SIV 0407 (Moorfield)
3 IN (SJW)	Regt	-	Cav	1	Special Reinforcement, Turn 60: HCR E1633 (Baltimore Depot)
Ricketts	Div	4-R	Ldr	-	Special Reinforcement, Turn 60: On a unit under his command
6 OH	Regt	-	Cav	1	Special Reinforcement, Turn 64: SIV 0407 (Moorfield)
Sub-6 [9 NY] (SJW)	Regt	-	Cav	1	Special Reinforcement, Turn 77: HCR E1633 (Baltimore Depot)

UNION SET-UP (APRIL 5)

Unit/Leader	Size	Command	Type	Man Value	Hex
Blenker	Div	B-M	Ldr	-	SJW S3108 (Warrenton Junction)
Stahel	Brig	B-M	Inf	6	SJW S3108 (Warrenton Junction)
Steinwehr	Brig	B-M	Inf	5	SJW S3108 (Warrenton Junction)
Bohlen	Brig	B-M	Inf	5	SJW S3108 (Warrenton Junction)
4 NY	Regt	-	Cav	1	SJW S3108 (Warrenton Junction)
Complete Depot	-	-	-	-	ALX 0605 (Alexandria)
Complete Depot	-	-	-	-	HCR E1633 (Baltimore Depot)
Complete Depot	-	-	-	-	HCR E3510 (Camden Station)
Gunboat-1 (OTR)	-	-	-	-	Potomac River (see DTP 3.2, above)

UNION SET-UP (APRIL 5, DISTRICT OF WASHINGTON UNITS)

Unit/Leader	Size	Command	Type	Man Value	Hex
5 NY	Regt	-	Cav	1*	HCR W4214 (Frederick)
Abercrombie	Brig	1-S	Inf	8	SJW S3108 (Warrenton Junction)
28 PA	Regt	S	Inf	2	SJW S3108 (Warrenton Junction)
Sub-1 (OTR)	Brig	[1-R]	Inf	6	SJW S4101 (Manassas)
King	Div	3-R	Ldr	-	SJW N5620 (Springfield)
Augur	Brig	3-R	Inf	6	SJW N5620 (Springfield)
Patrick	Brig	3-R	Inf	6	SJW N5620 (Springfield)
Gibbon	Brig	3-R	Inf	8	SJW N5620 (Springfield)
Franklin	Div	[1-R]	Ldr	-^	ALX 0405 (Seminary)
Sub-2 (OTR)	Brig	[1-R]	Inf	6	ALX 0405 (Seminary)
Sub-3 (OTR)	Brig	[1-R]	Inf	6	ALX 0405 (Seminary)
McDowell	Dist	R	Ldr	-	ALX 0605 (Alexandria)
McCall	Div	2-R	Ldr	-	ALX 0605 (Alexandria)
Reynolds	Brig	2-R	Inf	6	ALX 0605 (Alexandria)
Meade	Brig	2-R	Inf	6	ALX 0605 (Alexandria)
Seymour	Brig	2-R	Inf	8	ALX 0605 (Alexandria)
Tower	Brig	4-R	Inf	6	ALX 0605 (Alexandria)
Slough	Brig	S	Inf	5	ALX 0605 (Alexandria)
2 NY (OTR)	Regt	-	Cav	1	ALX 0605 (Alexandria)
1 PA	Regt	-	Cav	1	ALX 0605 (Alexandria)
1 NJ	Regt	-	Cav	1	ALX 0605 (Alexandria)
Duryea	Brig	4-R	Inf	6	ALX 0204 (Cloud's Mill)
12 PA (HCR)	Regt	-	Cav	1	HCR E1633 (Baltimore Depot)
6 NY (SJW)	Regt	-	Cav	1	HCR E1631 (Military Asylum)
10 NY	Regt	-	Cav	1*	HCR E1631 (Military Asylum)
Sub-4 [11 NY] (SJW)	Regt	-	Cav	1	HCR E1631 (Military Asylum)
2 PA	Regt	-	Cav	1*	HCR E1631 (Military Asylum)
59/101 NY (OTR)	Regt	-	Inf	3	HCR E1229 (Fort Pennsylvania)
Doubleday (OTR)	Brig	I	Inf	3	HCR E1429 (Fort Stevens)
99/115 PA (OTR)	Regt	-	Inf	3	HCR E1933 (Fort Mahan)
60 NY (SJW)	Regt	-	Inf	3	HCR E2421 (Laurel)
4 PA	Regt	-	Cav	1	HCR E2629 (Buena Vista)
67/87 PA (OTR)	Regt	-	Inf	3	HCR E4327 (Annapolis)
Cooper	Brig	S	Inf	6	HCR E3510 (Camden Station)
1 MD	Regt	-	Cav	1*	HCR E3510 (Camden Station)
Sub-5 [13 PA] (SJW)	Regt	-	Cav	1	HCR E3510 (Camden Station)
2 DE/32 MA (OTR)	Regt	-	Inf	3	HCR E3610 (Federal Hill)

11/91 PA (OTR)	Regt	-	Inf	3	HCR E3711 (Ft. McHenry)
3/4 NY (OTR)	Regt	-	Inf	3	HCR E4107 (Back River Bridge)
8 NY	Regt	-	Cav	1*	HCR W4431 (Poolesville)
1 ME	Regt	-	Cav	1*	HCR W3522 (Catoclin Switch)

* - These units are removed from the Cavalry Reinforcements Box and placed on the map. If they have already been placed they are not moved.

^ - A blank counter, or the counter from SJW, HCR, or OTR, may be used for Franklin. Franklin has a Tactical Value of 2 and a Command Value of 6 in this game.