

Long Roads to Richmond

1.0 INTRODUCTION

Long Roads to Richmond is a simulation of the Union campaigns in Virginia in the spring of 1862. It covers the Peninsular Campaign and Jackson's Valley campaign, and provides extra map area and units to allow players to move into areas not historically used; for example, a raid by Jackson toward Washington DC and Baltimore.

Playing *Long Roads to Richmond* (LRTR) requires ownership of *On to Richmond* (OTR), *Stonewall in the Valley* (SIV), *Here Come the Rebels* (HCR), *Stonewall Jackson's Way* (SJW), and *Grant Takes Command* (GTC). Unlike the two previous "Long Roads" games, *Long Roads to Antietam* and *Long Roads to Gettysburg*, which essentially use the units from games covering their time periods but have their own set of rules, *Long Roads to Richmond* is basically a "splicing" of *On to Richmond* and *Stonewall in the Valley*. The rules from these games are used within their own separate theaters (basically, OTR rules are used on the OTR maps and north to the Rappahannock River; SIV rules are used elsewhere. See section 2.0 for more detail). The rules here are changes to the OTR & SIV rules to make them compatible with each other, and to allow for the extra map area added on. Victory conditions are essentially the victory conditions for the OTR advanced game with the SIV victory conditions added on, and additional victory conditions for the extra map area (county control, etc.).

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 JOINING THE TWO GAMES

The rules below describe the division line between the two theaters and how units are treated on either side of it and as they move across it.

2.1 THE DIVISION LINE BETWEEN THE TWO THEATERS

As stated above, this game is divided into two "theaters", the Richmond Theater and the Valley Theater. The northern boundary of the Richmond Theater runs as follows:

- Begin in GTC N5821 (Camden)
- Move west along the south bank of the Rappahannock River to where it meets the Rapidan River (GTC N3311). Continue along the south bank of the Rapidan River until it reaches the west mapedge (GTC N0119 (Liberty Mills)), or SJW 0133 when the SJW map is laid below it.

All hexes in this line and south of it are in the Richmond Theater. All hexes north of this line are in the Valley Theater. **Exception:** GTC N4114 (Fredericksburg) and all hexes adjacent to it (including those south of the Rappahannock River) are in the Valley Theater.

2.2 PIECES MOVING ACROSS THE LINE

All units in the game, regardless of where they are located, must obey the GCACW Standard Rules. However, certain sections of the advanced rules for OTR and SIV differ (for example, supply & ammunition rules, the size units are required to be to destroy or repair bridges, etc.). In addition, OTR uses division size units, whereas the largest units in SIV are brigades with division leaders. Units and leaders moving from one area to another are treated as described below.

2.2.1 Union and Confederate Brigade and Regiment Counters

Union and Confederate brigade and regiment counters from the OTR, SJW, or HCR counter sets which are in the Valley Theater have their tactical values raised by one (therefore, Confederate brigades become 3's, usually; Union brigades become 2's usually). Likewise, Union and Confederate brigade and regiment counters from the SIV counter set which are in the Richmond Theater have their tactical values dropped by one. (**Note:** To differentiate between the two unit "types" (SIV vs. OTR, HCR, and SJW) during the game, SIV units

have a gray or blue "unit" (i.e., they are not color coded by corps), and the counter values are black (Union) and red (Confederate). OTR units are color coded by corps, and HCR and SJW Union units have green, blue or purple lettering.)

2.2.2 Union Division Units, Confederate Demi-Division Units, and Confederate Division Units

- A Union division size unit, Confederate demi-division size unit, or Confederate division size unit (**not** a Confederate division leader with demi-divisions under him), which crosses the line from the Richmond Theater into the Valley Theater must be replaced with brigade size unit(s) and a leader. Each brigade must have a manpower value of 8 or less. All brigades are placed at the same status (fatigue level, disorganization, etc.) of the original division (**Note:** Confederate demi-divisions are referred to in this section as "divisions"). The total of the artillery values of all the brigades which are placed must be the same as artillery value of the division which was removed (players may need to mark down units as having different artillery values than those printed on the counters). Replacement is done in the first hex the unit enters in the Valley Theater. The separate brigades may continue the action, one after another, as if an "Activate Leader" action had occurred. Each brigade has the same number of movement points as the division unit did when it entered the hex where it was replaced. **Note:** Not all division and demi-division units have leaders and brigades in the SIV counter set. Therefore, for any Union division or Confederate demi-division which enters the Valley Theater and does not have replacement counters, blank (or homemade) counters may be used, with the following values:
 - All Union division leaders have a tactical value of 2 and a command value of 6. **Note:** Ord's division of McDowell's corps was commanded by Ricketts in the field, because shortly after Ord took command he was injured and Ricketts was given command. Therefore, the OTR division counter "Ord" and the SIV division leader "Ricketts" (and the brigades under him) represent the same unit, and should be used interchangeably.
 - All Union brigades have a tactical value of 2.
 - All Confederate demi-division leaders have a tactical value of 3 and a command value of 6. **Note:** In this game, Whiting has a tactical value of 3 and a command value of 6 if he moves into the Valley Theater, not 4-7 as is printed on his counter.
 - All Confederate division units which move into the Valley Theater have leaders with tactical values of 3 and command values of 6. **Exceptions:** Ewell still has the values printed on his counter (4-7). Winder's division has no leader in the Valley Theater. It is replaced in the Valley Theater as separate brigades with no leader; any brigade of this division moving into the Richmond Theater may be replaced with the division counter.
 - All Confederate brigades have a tactical value of 3.
- A Union division leader, a Confederate demi-division leader, or a Confederate division leader represented as a unit in OTR, with a brigade or regiment counter under him which crosses the line from the Valley Theater into the Richmond Theater must be replaced with his appropriate division (or demi-division) counter. The division is placed at the same status (fatigue level, disorganization, etc.) of the original brigade or regiment. It must then finish its move. If an "Activate Leader" action had been performed, and other brigades were also moving during this action, any brigades which end the action in the same hex as the division may be attached to it at the end of the action. In this case, all rules of attachment (per OTR, 32.2) are followed, except that this attachment takes places in the middle of the Action Cycle. The artillery value of the division must be the total of the artillery values of all the brigades which were removed (players may need to mark the division as having a different artillery value than the one printed on the counter). Replacement of the division leader is done in the first hex the unit enters in the Richmond Theater. The new division

counter and any brigades which had not yet moved may continue the action, one after another. The new division has the same number of movement points as the brigade unit and leader did when they entered the hex where they were replaced. **Note:** Not all Union division leaders have division units in the OTR counter set. Therefore, for any Union division which enters the Richmond Theater and does not have replacement counters, blank (or homemade) counters may be used. Union divisions have tactical values of 2, except for Blenker's division, which has a tactical value of 1.

- For ease of movement, divisions in the Valley Theater may remain as division "counters" rather than breaking down into brigades, if all enemy units are at least 10 hexes away. If an enemy unit moves within 10 hexes, however, these divisions must be broken down into their appropriate brigades with a leader.

2.2.3 Union Corps Leaders, Confederate Corps Leaders, and Confederate Division Leaders

- A Union or Confederate corps leader, or a Confederate division leader, which cross the line into the Valley Theater is replaced with a district leader counter; a district leader which cross the line into the Richmond Theater is replaced with the appropriate corps or demi-division leader counter. For leaders which do not have a corps leader in the OTR counter set, or a district leader in the SIV counter set, homemade counters may be used, with the following values:
 - Corps leaders (for SIV leaders):
 - Banks, Fremont: 3-4
 - District leaders (for OTR leaders):
 - DH Hill, Longstreet, AP Hill: 4-7
 - Magruder, Smith: 3-6

2.3 DIFFERING RULES IN THE TWO AREAS

As noted above, several of the advanced rules of the two games differ: Union command posture, supply, strategic movement, substitute units, etc.; and several basic rules differ: cavalry retreat modifiers, unit size when destroying or repairing bridges, number of units which may move in an "Activate Leader" action, etc. Unless stated otherwise below, SIV rules apply to all units in the Valley Theater, and OTR rules apply to all units in the Richmond Theater. If a unit is adjacent to the division line, it obeys the rules of the area it is in; for example, if a unit in the Valley Theater attacks a unit across the line in the Richmond Theater, it is still considered to be in the SIV for tactical value, unit size, etc. Also, units which attempt to build a bridge across the Rappahannock River (which is the division line for most of the area) obey the rules of the area they are in for building pontoon bridges. Thus, a unit in the Valley Theater north of the Rappahannock River need only have a manpower value of 3 to construct a bridge; a unit in the Richmond Theater on the south side of the river must have a manpower value of 5 to construct a bridge. However, the "Major Rivers Unfordable" and the "Minor Rivers Unfordable" markers on the SIV turn track are used for units which are adjacent to the division line.

3.0 CHANGES TO THE OTR RULES

All rules in the *On to Richmond* "Advanced Game Rules" booklet are used exactly as written, unless they are changed below. The headings below are from this booklet and itemize these changes.

3.1 (OTR 14.0, ADVANCED GAME SEQUENCE OF PLAY)

See LRTR 5.7 for the Sequence of Play for Long Roads to Richmond.

3.2 (OTR 16.0, 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.

3.3 (OTR 19.0, RANDOM END OF ACTION CYCLE)

Note: If the Action Cycle ends due to a tied initiative, units in the Valley Theater may still continue to move. However, no units may enter the Richmond Theater if the Action Cycle has been ended there.

3.4 (OTR 20.0, STRATEGIC MOVEMENT)

Note: Units may not use Strategic Movement in the Valley Theater. Units in the Richmond Theater which are performing Strategic Movement in the Richmond Theater must stop when they enter the Valley Theater. Any extra movement points are lost.

3.5 (OTR 21.0, RAILROAD MOVEMENT)

Notes: Union units may use RR movement in LRTR. In addition, both sides may use railroad movement into and within the Valley Theater. However, units crossing the line from one area to another must obey the rules in section 2.0 above – divisions must break down into brigades, etc. 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.

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 a Richmond or Petersburg city hex, OTR S0724, or the Burkeville or Lynchburg Off-Map Boxes. 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. (**Note:** Confederate units may also trace RR hex paths to SIV S3534 if the Charlottesville Box is not occupied by Union units, or OTR S2524 if the Norfolk Box is not occupied by Union units. See section 5.1 for Off-Map Boxes.)

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

The Burkeville off-map box (see LRTR 5.1) is part of the area south of the James River; all other off-map boxes are part of the area north of the James river.

3.6 (OTR 23.0, AMPHIBIOUS MOVEMENT)

Notes: Union units (only) may move use amphibious movement in the Valley Theater. Confederate units may never use amphibious movement except where specified on the OTR maps. Union units performing amphibious movement in the Valley Theater must obey all restrictions in the OTR rules. Manpower limitations and embarkation die roll modifiers apply normally (**Exception:** In LRTR, the +2 modifier to all embarkation attempts from April 5 to April 11 is reduced to +1. The +1 modifier for April 12 to May 5 applies normally.). In addition, cavalry and artillery units may move amphibiously in this game. However, when these units embark, they are considered to be 5 times their manpower value for manpower limitations. (**Example:** The total manpower of embarked Union units may not exceed 22 per turn. If an artillery unit of 2 manpower embarks, the Union player may embark no more than 12 more manpower during this turn $(22 - (2 \times 5) = 12)$.) Cavalry and artillery units may never move by rail.

Union units in the Valley Theater may only move amphibiously on certain major rivers, as specified below:

- On the Rappahannock River on the GTC North map
- On the Potomac River on the GTC North, SJW North and South, 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
- On any major river hexside on the east half of the HCR East map

In addition, units may move amphibiously between two maps, assuming that they can complete the move without going above Fatigue Level 4, given the “off-map” distances below:

- From OTR N3601 to GTC N5821 (Camden): 19 hexes
- From SJW N5807 to ALX 0312: 6 hexes
- From ALX 0902 (Navy Yard) to HCR E1734: 2 hexes
- From HCR E3924 to HCR E3722 (Stone Quarry): 3 hexes
- For Reference: From GTC N5710 to ALX 0605 (Alexandria): 37 hexes
- Units may also move from the Richmond Theater to the Valley Theater. To do this, a unit which can exit the map from any of the hexes in the table at the top of page 7 in the OTR Advanced Rules, or which is embarked in Fort Monroe, may be removed from the map and placed on the turn track two turns ahead of the current turn. The Union player must indicate at this point whether the unit is going to the Washington DC area or the Baltimore area. At the start of the turn corresponding to the box occupied by this unit, the Union player may place it on the map as indicated below, depending on which area it was going to:
 - Washington DC area: GTC N5710 (At Fatigue Level 0)
 - Baltimore area: HCR E4334, E4326, E3913, or E4208 (At Fatigue Level 1)

This unit is placed under a Union “Amphibious Movement” marker. It is considered embarked, and the Union player may move it by amphibious movement during any Action Phase when he has the initiative, and disembark it at a landing hex. (**Note:** It may enter (but not move through) a hex containing a bridge over the major river it is traveling on. **Exception:** Units may move amphibiously though ALX 0602-0702 (Long Bridge).) Landing hexes are not shown on the SJW and HCR maps. On these maps, a landing hex is any hex with a major river hexside, except woods hexes without a road, pike, or RR.

Units may also move from the Valley Theater to the Richmond Theater. The same process as above is used. A unit may move off the map from any of the locations listed above where they may enter the Washington DC or Baltimore areas, and is placed on the turn track two turns ahead of the current turn. At the start of the turn corresponding to the box occupied by this unit, the Union player may place it on the map in any of the hexes in the table at the top of page 7 in the OTR Advanced Rules, or in Fort Monroe. Units coming from the Washington DC area are placed at Fatigue Level 0; units coming from the Baltimore area are placed at Fatigue Level 1.

Note that since these units are considered to be moving amphibiously while off-map, they count against the Union player’s manpower limitation of 22 manpower per turn until they disembark.

3.7 (OTR 24.0, UNION GUNBOATS)

On the Gunboat Display, another box is added, the “Potomac River” box. Rather than drawing in another box, consider the area to the right of the Rappahannock River box and above the Hampton Roads box to be the “Potomac River” box. Gunboats may transfer to and from this box to the Rappahannock River box and Hampton Roads boxes just as to any other box. The Union player begins the game with one additional gunboat in this box. However, this gunboat may never leave the Potomac River Box.

A gunboat occupying the Potomac River Box may be used in the areas listed below:

- On the Potomac River on the GTC North, SJW North and South, 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

3.8 (OTR 25.0, COUNTY CONTROL)

Several other counties have been added to the Richmond Theater. These are all on the GTC maps. Use the GTC map control hexes (indicated by a red star) for these counties. For Caroline County (on the OTR North map and the GTC South map), use the GTC control hex (GTC S4828 (Bowling Green)).

The Confederate player automatically controls all counties in the Richmond Theater which the Union player does not control.

3.9 (OTR 26.0, REINFORCEMENTS)

Some reinforcements in this game are not used, since they begin the game on-map. These are:

- All Confederate Constant Reinforcements
- Confederate Variable Reinforcements: Only the 55 VA is not used.
- All Union Constant Reinforcements
- All Union Variable Reinforcements

All other reinforcements are treated exactly as in the rules. These are:

- Confederate Variable Reinforcements: All except the 55 VA.
- Confederate Special Reinforcements
- Union Special Reinforcements

3.10 (OTR 27.0, THE SHENANDOAH VALLEY)

This section is used, but since the areas which this section refers to are 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

During the Valley Segment (which takes place in *all* OTR Strategic Cycles, beginning on April 11), the players perform the following sequence of activities:

1. **Offensive:** The Confederate player checks to see which counties in the Valley Theater 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 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 the Richmond Theater. They may move freely within the Valley Theater, except that they may not enter certain areas:
 1. The Valley (see LRTR 4.0)
 2. Any of the following counties: Culpeper, Madison, Rappahannock, Washington, Frederick-West
 3. District of Washington units which are also part of the “I Corps” (or the “Department of the Rappahannock”, depending on whether division or brigade counters are being used) 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 in the Valley Theater, except for Augusta, Rockingham, Highland, Pendleton, Culpeper, Rappahannock, and Madison, 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.
- The Union player may attempt to release units from the District of Washington starting with the first Richmond Theater Strategic Cycle (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. They may move freely, either south onto the OTR maps or into the Valley. **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, Stafford, and King George counties; and Spotsylvania and Caroline counties north of row xx25 on the GTC north map.
- Units which are released are free to move normally; do not use the section titled “Deploying Released Union Units to the Map”.
- The section titled “Automatic Withdrawal of Confederate Units” is not used.

3.11 (OTR 28.0, TRANSFER)

Although the two sections “Transfer of Units to or from Fort Monroe” and “Transfer of Units to or from Norfolk” are used in Long

Roads to Richmond, the two sections “Transfer of Units to or from the Valley” and “Transfer of Units to or from the Rappahannock” are not used. The Rappahannock “box” is already on the map; see LRTR 5.2 for transfer of units to or from the Valley.

3.12 (OTR 30.0, SUPPLY)

The Union player is free to place a depot on its build side on any of the maps in this game as long as he is able to trace a RR Hex Path through Union-controlled counties to a Washington DC city hex.

Union and Confederate units on the GTC maps in the Richmond Theater use the rules in OTR 30.0 for supply.

Do not use the note under “Special Supply Cases” titled “Units Released from Fredericksburg”.

The “Special Supply Cases by County” in the GTC Advanced Rules, on page 32, supersede the “Special Supply Cases” in the OTR Advanced Rules. However, the OTR rules are used for counties not listed in the GTC rules.

3.13 (OTR 37.0, ADVANCED GAME SCENARIO)

This section is used, but with added maps, units, special rules, etc., as described in LRTR 5.8.

4.0 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), and the Lexington, Lynchburg, and Charlottesville off-map boxes (see LRTR 5.1 for rules on off-map boxes).

4.1 (SIV 14.0, ADVANCED GAME SEQUENCE OF PLAY)

See LRTR 5.7 for the Sequence of Play for Long Roads to Richmond.

4.2 (SIV 15.0, RANDOM EVENTS)

“Rain” results are ignored. Instead, “Rain” results from the OTR Random Events Table apply to the Valley Theater.

The “Union Command Paralysis Penalty” only affects units in the Valley.

4.3 (SIV 16.0, STRATEGIC EVENTS)

The Strategic Table is not used, and therefore all Strategic Events are ignored.

4.4 (SIV 18.0, REINFORCEMENTS)

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

4.4.1 (SIV 18.1 CONFEDERATE REINFORCEMENTS)

STRATEGIC TABLE REINFORCEMENTS

None of these reinforcements are used, since they are already in OTR.

STRATEGIC TRACK REINFORCEMENTS

None of these reinforcements are used, since they are already on the map.

EMERGENCY REINFORCEMENTS

Change this section to read as below:

During any Reinforcement Phase, the Confederate player may call in Heth’s brigade as a reinforcement. To do this, he places Heth on the Turn Track five turns ahead of the current turn. He also places the Union infantry brigade Crook on the Turn Track fifteen turns ahead of the current turn, and loses VP. At the start of the turn corresponding to the box occupied by Heth, the Confederate player places Heth in either the Lexington or Lynchburg Box (see LRTR 5.1 for rules on Off-Map Boxes). At the start of the turn corresponding to the box

occupied by Crook, the Union player places Crook in either the Lexington Box or 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").

4.4.2 (SIV 18.2 UNION REINFORCEMENTS)

STRATEGIC TABLE REINFORCEMENTS

This section is not used. However, the "Mountain Department" units are still used. See LRTR 4.4.4 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, 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 above, LRTR 3.10) may be released. Note that the units listed below have either already been released, or are not used in this game:

- 1 VT
- 5 NY
- 3 NY

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 not used.

4.4.3 RELEASING UNION VALLEY UNITS (NEW)

At the beginning of the game, no Union units which occupy the Valley may activate or entrench, and no Union units may move into the Valley (**Exception:** Mountain Department units, below). During each Valley Theater Strategic Cycle, during the Valley Release Segment, the Union player rolls one die and consults the Valley Release Table (below). If the result is "Release", all Union units in the Valley are free to move. Although Confederate units in the Valley have no restrictions, if any Confederate unit on the SIV middle map activates or entrenches, or if any Confederate unit enters the Valley, all Union units in the Valley are released immediately. Confederate units which begin the game on the SIV south map have no restrictions; however, no other Confederate units may enter the SIV south map without releasing all Union Valley units.

During each Valley Theater Strategic Cycle up to and including the one in which Union Valley units are released, the Confederate player receives manpower augmentation. To do this, the Confederate player may increase the Manpower Value of a *single* Confederate infantry unit anywhere in the Valley by one. (A unit may not be increased a Manpower Value of 8.) Replace the selected unit's Strength marker with a new marker *one* point higher in Manpower Value. Place the new marker on its organized side. **Exception:** During the first Strategic Cycle, the Confederate player may increase the Manpower Value of the selected infantry unit by *two*. **Note:** If the Confederate player releases Union Valley units by activating or entrenching a unit in the Valley, or by a unit entering the Valley, he does not receive manpower augmentation in the following Strategic Cycle.

Valley Release Table

1 or less Release
2 or more NE

Modifier:

- 1 For each Strategic Cycle following the first one (for example, -1 on April 10, -2 on April 15, etc.)

4.4.4 RELEASING MOUNTAIN DEPARTMENT UNITS (NEW)

BLENKER'S DIVISION

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.

FREMONT, CLUSERET, SHECNCK, AND MILROY

In the first Recovery Phase after the restrictions on Blenker's division are removed, the Union player 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.

During the Valley Theater Strategic Cycle in which Banks is released (see above), or in the Recovery Phase in which Blenker's restrictions are removed (see above), whichever comes first, 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.

All of the units listed above may move freely into and within the Valley even if the Valley units have not been released, as long as they do not move into any hex on the SIV middle map in row xx19 or greater, or move within 12 hexes of a Confederate unit which begins the game on the SIV middle map. They may move onto the SIV south map, but only by way of Union Off-Map Movement. They may move freely on the SIV south map once there. Once Union Valley units have been released, they may move freely anywhere within the Valley.

4.4.5 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 above, LRTR 3.10), 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 units 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.

4.4.6 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.

4.5 (SIV 19.0, WITHDRAWAL)

This section is not used.

4.6 (SIV 20.0, UNION COMMITMENT)

This section is not used.

4.7 (SIV 21.0, UNION OFF-MAP MOVEMENT)

This section is used, but two further restrictions are added:

1. If Union unit(s) use Off-Map movement before May 9, the Union player rolls one die. He then places the unit(s) on the Turn Track the same number of days ahead of the current day as the number he rolled. At the start of the turn corresponding to the box occupied by his unit(s), he places the unit(s) in the next box of the Off-Map display, or on the map. He must roll again each time he moves from the map to a box, from one box to another, or from a box to the map.
2. If a "Snow" random event (see above, LRTR 3.2) occurs while units are performing Off-Map movement, all units are delayed by the number of turns in which snow occurs.

Example: Schenck's brigade is in SIV M0113 in the Union Off-Map Movement Phase of April 11, and wants to use Off-Map movement. The Union player rolls one die and gets a 4. He places Schenck on the Turn Track on the April 15 space. On April 15, he places Schenck in Box 1 and rolls a die again, this time getting a 5. He places Schenck on the Turn Track on the April 20 space. On April 20, he places Schenck in Box 2 and rolls a die again, this time getting a 2. He places Schenck on the Turn Track on the April 22 space. On April 21, a "Rain (Current +2)" result occurs, which is also turns out to be Snow. Therefore, Schenck is delayed three days, and he is moved to the April 25 space. No more snow occurs through April 25, so Schenck is placed on the map in Franklin (SIV S1101) on April 25.

4.8 (SIV 22.0, COUNTY CONTROL)

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

The Union player automatically controls all counties in the Valley Theater (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)

4.9 (SIV 23.0, BRIDGE DESTROY AND REPAIR)

This section is not used, per the Standard Rules.

4.10 (SIV 24.0, SUPPLY)

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

- Confederate units in Culpeper and Madison counties use OTR supply rules (see OTR 30.2).
- Confederate units in the Valley are automatically in supply. However, all other Confederate units (except those in Culpeper and Madison counties – see above) 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 (including those in Augusta County) 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 Union player may also place or flip a depot in any off-map box (see LRTR 5.1) that he can trace an RR path to. In this case, he must be able to trace an RR hex path to the hex from which units transfer by RR to the off-map box (see LRTR 5.2), control the box where he places the places or flips the depot, and control any boxes in between.
- The Confederate player may place or flip a depot on any RR station from which he can trace a path of RR hexes to a Richmond or Petersburg city hex, or any of the following hexes: GTC S1334, OTR S0114, or OTR S0724. 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:** Confederate units may also trace a RR hex path to SIV S3534 if the Charlottesville Box is not occupied by Union units. See LRTR 5.1 for Off-Map Boxes.) The Confederate player may also place or flip a depot in any off-map box (see LRTR 5.1) that he can trace an RR path to. In this case, he must be able to trace an RR hex path to the hex from which units transfer by RR to the off-map box (see LRTR 5.2), control the box where he places the places or flips the depot, and control any boxes in between.
- 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.
- For supply and ammunition replenishment purposes, an off-map box which is considered to be one county away from an adjacent off-map box or a county which it has a road or rail connection to. Units in an off-map box which are "out of supply" suffer disorganization, but not manpower loss (according to SIV 24.0). Units in an off-map box which are "out of supply" may not forage.

4.11 (SIV 26.0, ENDING THE GAME)

This section is not used.

4.12 (SIV 27.0, ADVANCED GAME SCENARIO)

This section is not used. However, the portion on joining the SIV maps should still be used.

5.0 NEW RULES FOR LRTR

The rules listed below are new for *Long Roads to Richmond*.

5.1 OFF-MAP BOXES

Union efforts in the Shenandoah Valley amounted to little more than a desire to protect the Baltimore & Ohio Railroad during the Peninsular Campaign. Troops were siphoned away from the Valley in

an attempt to build up McClellan's army near Richmond. This lack of troops was one of the factors allowing Jackson's raid to be so successful. However, there is no reason why the Union could not have mounted a more serious effort to control the Shenandoah Valley in 1862, and the rules below simulate this. **Note:** This Off-Map section is completely separate from SIV 21.0 (Union Off-Map Movement).

5.1.1 Off-Map Box Connections

Each box in the Off-Map Theater Display is connected to one or more other boxes (or to the GTC, SIV, or OTR maps) through either a road or rail connection. Railroad connections match the historical paths of rail lines. These railroad connections allow the players to rapidly transfer units to and from the maps, and between boxes.

Connection to the maps are shown to remind the players of the transfer capabilities of each player. Units may only move over these connections using the Transfer rules (LRTR 5.2).

5.1.2 The Off-Map Segment

During the Off-Map Segment of every Valley Theater Strategic Cycle, the players perform the following sequence of activities with units in the four off-map boxes:

1. *Union Movement:* The Union player may move eligible units into an adjacent off-map box connected by a road or railroad connection. (**Note:** Union units may enter all Off-Map boxes. They are not prohibited from entering the Burkeville box, as in GTC.)
2. *Confederate Movement:* The Confederate player may move eligible units into an adjacent off-map box connected by a road or railroad connection.
3. *Combat:* Combat occurs in each box that contains both Union and Confederate units.

5.1.3 Off-Map Movement Restrictions

A unit is not eligible to move between off-map boxes if:

- Enemy units occupy the same off-map box (these enemy units would have arrived as reinforcements or as a transfer).
- The unit transferred, moved by rail, or entered as a reinforcement into this off-map box some time in the five turns since the last Valley Theater Strategic Cycle.
- *Union Command Posture:* The Union player may not transfer to or from an off-map box if the current Command Posture for that box's area is "Passive".

5.1.4 Off-Map Combat

In Step 3 above, off-map combat occurs in each box that contains both Union and Confederate units. Combat is resolved completely in one box before proceeding to resolve the combat in another box. Within each off-map theater, the Union player chooses the order in which the combats are resulted. When resolving combat in an off-map box., the player who had units present in that off-map at the start of the strategic cycle is considered the defender. If neither player had units in the box, the Confederate player is the defender. The attacker resolves the attack according to the following procedure:

1. Combine the Combat values of all of the attacker's units in the box. This is the "Attack Value". Do the same for all defender's units in the box. This is the "Defense Value". (**Note:** Units which are "out of supply" will be disorganized. See SIV 24.0) Compare the Attack Value to the Defense Value and round this ratio down in favor of the defender to conform to one of the simplified ratios listed on the Ratio Chart. A modifier from -12 to +13 is listed next to each ratio. This is the ratio modifier.
2. Each player rolls a die. The attacker's roll may be modified as follows (modifiers are cumulative):
+/-#: Add or subtract the ratio modifier determined in Step 1.
+/-#: Compute the tactical modifier (7.4) normally for the combat using the highest Tactical value among the units and leaders in the box for each player.
Note: No other modifiers, including artillery and rain modifiers, are ever taken into account in off-map combat.
3. The defending player's roll is subtracted from the attacking player's modified roll. The players cross-reference this result on

the Combat Chart with the columns corresponding to their Attack or Defense Values determined in Step 1. The defense value used should be the defense value prior to applying entrenchment benefits. Both players obtain a combat result.

4. Combat results are read slightly differently than normal combat:

Letter Results: Both players ignore all letter results except for "r" and "R". If the defender's result contains an "R" or "r", the attack succeeds and the defender must retreat. (The retreat procedure is given below). If the result from Step 3 is -1 or less, the attack fails and the attacker must retreat. If the result from Step 3 is a 0 or 1, the combat is inconclusive. If a combat is inconclusive, the defender can either:

- elect to return to Step 1 and force the attacker to resolve another round of combat (with the same player as attacker), or
- declare the defense a failure and retreat his defending units. The attacker's units must stay if the defender wants another round of combat; the players proceed to Step 1 and recompute the combat odds. In the second round of combat inconclusive results (results from Step 3 of 0 or 1) are considered failed attacks and the attacker must retreat. There can never be more than two rounds of combat in an off-map box in a single Strategic Cycle.

Number Results: Number results are applied to both players as in normal combat (see 7.5). Both players apply losses by replacing their units' Strength markers with new ones reflecting their reduced Manpower values. However, new Strength markers are placed on their *organized* side, even if the combat result contains a "D".

Demoralization/Fatigue/Ammunition: Units may never be demoralized, gain Fatigue Levels, or lost ammunition due to off-map combat regardless of the combat results.

5.1.5 Retreat in Off-Map Combat

If a player's units must retreat, they are moved to an adjacent off-map box that is connected to the box where combat took place by a single road or railroad connection. This box can not contain enemy troops. If there is no such box adjacent to the combat box, the player must retreat to the nearest box free of enemy troops in that same theater. If none such box exists, the units are removed from the game (but are not counted as combat losses for VP purposes).

5.2 TRANSFER

During any Off-Map Phase (starting April 8), players may transfer units to or from some off-map boxes, between off-map boxes connected by a rail connection, or between maps. The Union player transfers first; the Confederate player second. If a unit transfers, its Demoralize or Fatigue markers (if any) are removed; if exhausted it is flipped to its normal side; if its Strength marker is disorganized, it is flipped to its organized side. Leaders may be transferred, but they must be attached to a subordinate unit. (**Note:** Out of Supply and Out of Ammunition markers are not removed. See LRTR 4.1.0 (above) for rules about supply in off-map boxes.)

- By Road to or from the Map: A unit transferring on to the map by road can not be placed in an enemy-occupied hex, although it may be placed in an enemy ZOC. A unit may transfer by road to an off-map box even if it is in an enemy ZOC.
- By Rail to or from the Map: A unit transferring on to the map by rail can not be placed in an enemy occupied hex or in an enemy ZOC, and if not placed on a map edge, it must be able to trace a path of RR hexes to the RR placement hex on the map edge. This path must be free of enemy units or their ZOC. If no such hex is available before the unit transfers, it may not transfer. If no such hex is available when the unit arrives, it is delayed by one day and is placed as if arriving by road. To transfer by rail to an off-map box, there must be a path of RR hexes free of enemy units and their ZOC from the unit's hex to the map edge towards the box which the unit is transferring to. A unit may not transfer by rail to a box occupied by enemy units, or a box to which enemy units are currently transferring by road.
- By Rail Between Off-Map Boxes: Units may transfer between off-map boxes which have a rail connection shown between them during the Off-Map Phase (not the Off-Map Segment). However,

units must obey the manpower limitations for RR movement (OTR 21.0). Units which transfer by rail during the Off-Map Phase limit RR movement during the current turn. Units may not transfer by rail to a box which contains enemy units.

- *Union Command Posture*: The Union player may not transfer to an off-map box if the current Command Posture for that area is “Passive”.

5.2.1 Transfer of Units by Road from Off-Map Boxes:

- *Lexington*: When transferring, the player removes the selected units 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 hex on the south edge of the south SIV map between S0934 and S3534 (inclusive).
- *Charlottesville to the South SIV Map*: When transferring, the player removes the selected units 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 hex on the south edge of the south SIV map between S3534 and S3934 (inclusive) or the east edge of the south SIV map between S5118 and S4032 (inclusive).
- *Charlottesville to the North GTC Map*: When transferring, the player removes the selected units 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 hex on the west edge of the north GTC map between N0126 and N0134 (inclusive) or any hex on the west edge of the south GTC map between S0101 and S0113 (inclusive).
- *Burkeville*: When transferring, the player removes the selected units 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 hex on the south edge of the south GTC map between S0734 and S1734 (inclusive), any hex on the west edge of the Chesterfield Extension map, or any hex on the west edge of the south OTR map between S0114 and S0124 (inclusive).

5.2.2 Transfer of Units by Road to Off-Map Boxes:

- *Lexington*: If, during an Off-Map Phase, a player's units occupy any hexes on the south edge of the south SIV map between S0934 and S3534 (inclusive), those units may be transferred to Lexington. 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 the Lexington box.
- *Charlottesville*: If, during an Off-Map Phase, a player's units occupy any hexes on the south edge of the south SIV map between S3534 and S3934 (inclusive), the east edge of the south SIV map between S5118 and S4032 (inclusive), the west edge of the north GTC map between N0126 and N0134 (inclusive), or the west edge of the south GTC map between S0101 and S0113 (inclusive) those units may be transferred to Charlottesville. 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 the Charlottesville box.
- *Burkeville*: If, during an Off-Map Phase, a player's units occupy any hex on the south edge of the south GTC map between S0734 and S1734 (inclusive), any hex on the west edge of the Chesterfield Extension map, or any hex on the west edge of the south OTR map between S0114 and S0124 (inclusive), those units may be transferred to Burkeville. The Confederate 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 Union player places the units in the Burkeville box.

5.2.3 Transfer of Units by Rail from Off-Map Boxes:

- *Charlottesville to the North GTC Map*: When transferring, the player removes the selected unit and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the units in GTC N0127, N0226, or N0225 (Gordonsville).
- *Charlottesville to the South SIV Map*: When transferring, the player removes the selected unit and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the units in any RR hex between SIV S3534 and S3133 (Fisherville).
- *Burkeville to the South GTC Map*: When transferring, the player removes the selected unit and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the units in any RR hex between GTC S1334 and S1631 (Powhatan Station).
- *Burkeville to the South OTR Map*: When transferring, the player removes the selected unit and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the units in any RR hex between OTR S0114 and S0413 (Depot).

5.2.4 Transfer of Units by Rail to Off-Map Boxes:

- *Charlottesville*: If, during an Off-Map Phase, a unit occupies GTC N0225 (Gordonsville) or SIV S3133 (Fisherville), that unit may be transferred by rail to Charlottesville. The player removes the unit he wishes to transfer and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the unit in the Charlottesville box.
- *Burkeville*: If, during an Off-Map Phase, a unit occupies GTC S1631 (Powhatan Station) or OTR S0413 (Depot), that unit may be transferred by rail to Burkeville. The player removes the unit he wishes to transfer and places it on the Turn Track *one* turn ahead of the current turn. At the start of the turn corresponding to the box occupied by his unit, the player places the unit in the Burkeville box.

5.2.5 Transfer of Units Between Maps:

- *2-Day Transfer to the Valley*: If, during an Off-Map 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 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 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 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.

5.3 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.

5.4 SIV COMMAND POSTURE

In every Valley Theater Strategic Cycle after Union Valley units are released (see LRTR 4.4.3 above, "Releasing Union Valley Units"), the Union player must determine his Command Posture in the Valley Theater. (He does not determine command posture in the Valley Theater Strategic Cycle in which Union Valley units are released.) To do this, he rolls one die and consults the Valley Theater Command Posture Table (below). If the result is "Active", play proceeds normally. If the result is "Passive", play proceeds normally, but the following penalties are in effect:

- No Union unit in the Valley which is within 25 hexes of a Confederate unit may finish its move closer to any Confederate unit, unless there is no other location this unit can move to.
- No Union unit may attack a Confederate unit.
- During an Valley Theater Strategic Cycle, no Union unit may move into a box occupied by Confederate units.

The Union player's Valley Theater Command Posture is immediately changed to "Active" if the Confederate player performs any of the actions listed below:

- A Confederate unit in the Valley which is within 25 hexes of a Union unit finishes its move closer to any Union unit, unless there is no other location this unit can move to.

- A Confederate unit attacks a Union unit.
- During an Valley Theater Strategic Cycle, a Confederate unit moves into a box occupied by Union units. (**Note:** Since the Union player moves first in off-map movement, the Confederate player must tell the Union player if he is going to move into a box occupied by Union units, if the Union player's Command Posture is "Passive". If he says that he will, the Union player's Command Posture is immediately changed to "Active". If he says that he will not, the Union player's Command Posture remains "Passive".)

Twice during the game, after the Union player has determined that his Valley Theater Command Posture is "Passive", he may change it to "Active". This may be done in no more than two Strategic Cycle during the game.

Valley Theater Command Posture Table

1-3 Active

4-6 Passive

Modifier:

- 1 If the current Valley Theater Command Posture is "Passive"

5.5 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 player adds one to all embarkation die rolls for Amphibious Movement. In addition, during this time Union gunboats may only perform *half* the actions they normally could; Defensive Support twice per turn, and Bombardment once every other turn. If a Union gunboat is destroyed during this time, it is placed on the Turn Track 15 turns after day which the "Destroy" marker is on.
- *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.

5.6 REPAIRING RR STATIONS

Both players may repair RR stations which have been damaged or destroyed, during the RR Station Repair Segment of the Valley Theater Strategic Cycle. RR stations need not be in the Valley Theater to be repaired; they may be in either area. However, the player must control the county the RR station is in to repair it. (**Note:** In LRTR, both players may damage or destroy RR stations according to section 5.4 of the Standard Rules, even though this action is not described in either game.) If an RR station is repaired, its damage or destroy marker is removed. The Union player may repair two destroyed RR stations *or* one destroyed RR station in each RR Station Repair Segment. The Confederate player may repair one damaged RR station

in each RR Station Repair Segment. He may repair one destroyed RR station instead, but only if he did not repair any RR station in the previous RR Station Repair Segment.

5.7 “LONG ROADS TO RICHMOND” SEQUENCE OF PLAY

Each turn in the game is performed according to the following “sequence of play”:

1. Union Invasion Phase (April 5 only)

The Union player decides where to make his initial invasion.

2. Reinforcement Phase

Both players place their reinforcements on the map, if they are due any.

3. Random Events Phase

Two dice are rolled; the players consult the OTR Random Events Table. Then, two dice are rolled again, and the players consult the Valley Theater Random Events Table.

4. Harpers Ferry Phase

The players determine whether Union units in or near Harpers Ferry are surrounded. If so, the players consult the Harpers Ferry Table to see if a surrender occurs.

5. Transfer Phase

Leaders may be transferred from one subordinate unit to another.

6. Off-Map Phase (Starting April 8)

Units may transfer to or from off-map boxes, or transfer by rail to, from, or between off-map boxes.

7. County Control Phase

Both players determine whether they control any counties.

8. Gunboat Phase

The Union player may move his Gunboats.

9. Attachment Phase

Substitute units may be reattached to other units.

10. THE ACTION CYCLE

Action Phase:

A. Initiative Segment: Both players roll a die. The player with the higher roll wins. The Confederate player wins ties, although some tied rolls may lead to the end of the Action Cycle in the Richmond Theater (see OTR 19.0). The winner must take initiative or pass.

B. Activation Segment: The player who has taken initiative must perform a single action with an eligible leader or unit. At the end of an Activation Segment, the players return to the Initiative Segment and a new Action Phase begins. Players continue to perform Action Phases indefinitely until both players pass in the same Action Phase.

11. Recovery Phase

Eligible units may forage, entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion, and demoralization.

12. RICHMOND THEATER STRATEGIC CYCLE (Only on OTR turns divisible by 7)

A. Strategic Segment: Two dice are rolled and the players consult the Strategic Table.

B. Reinforcement Segment: Both players determine if they are due variable or special reinforcements.

C. Valley Segment (Starting April 11): The Union player may attempt to release units from the District of Washington.

D. Virginia Segment (Not on April 11): The Confederate player may attempt to sortie the *Virginia*.

E. Norfolk Segment (Not on April 11): The Union player may attack Norfolk.

F. Siege Artillery Segment: The Union siege artillery unit's Fatigue Level is reduced by one.

G. Depot Segment: The Union player The Union player may place a depot on its “Build” side *or* he may flip an existing depot from “Build” to “Complete”. He may voluntarily destroy/dismantle a depot and move the siege unit to a depot.

H. Supply Status Segment: Both players determine their units' supply status.

I. Ammunition Segment: Players may replenish ammunition.

J. Union Command Segment: The Union player determines his “posture” in the Richmond Theater for the next seven turns: “active” or “passive.”

K. Union Reorganization Segment (May 16 or after): The Union player may “reorganize” his army.

L. A.P. Hill Segment (May 23 only): The Confederate player receives A.P. Hill as a leader.

M. VP Segment: The Union player may be awarded VP.

N. End of Game Segment (Starting July 4): The Union player rolls a die to determine if the game ends.

13. VALLEY THEATER STRATEGIC CYCLE (Only on SIV turns divisible by 5, and every 5 turns after SIV turn 105)

A. Off-Map Segment: Both players undertake activities in the southern portion of the Valley and nearby areas.

B. County Control Segment: Both players determine if they control any counties.

C. Depot Segment: Each player may place a depot on the map on its “Build” side *or* they may flip an existing depot from its “Build” side to its “Complete” side.

D. Supply Status Segment: Both players determine whether their units are “in supply” or “out of supply”.

E. Ammunition Segment: Both players may replenish ammunition.

F. Valley Release Segment: The Union player may attempt to release his units in the Valley.

G. Union Command Segment (Beginning the cycle after Union Valley units are released): The Union player determines his “posture” in the Richmond Theater for the next seven turns: “active” or “passive.”

F. RR Station Repair Segment

Both players may repair damaged or destroyed RR stations in both the Valley & Richmond Theaters (see LRTR 5.6).

14. Turn Indicator Phase

The Turn marker is advanced one box on the Turn Record Track and the players begin a new turn.

5.8 “LONG ROADS TO RICHMOND” SCENARIO

There is one scenario for “Long Roads to Richmond”. Units on the map begin the game on their normal sides at Fatigue Level 0 with organized Strength markers.

MAPS: Use both OTR maps, both GTC maps, both SJW maps, both HCR maps, all three SIV maps, the Alexandria and Baltimore add-on maps (in the Skirmisher #2), and the Chesterfield extension (from GTC). Lay the maps down in the order listed here: first, SJW; second, HCR, third, SIV, fourth GTC, fifth, OTR, sixth, the Alexandria and Baltimore add-on maps, and the Chesterfield extension. The RTG south map may also be used. If so, it is placed underneath the HCR and SIV maps.

GAME LENGTH: 112 turns: April 5 to July 25, 1862. (**Note:** The game may end earlier (see OTR 36.0).)

STARTING THE GAME: Use the section title “Starting the Game” in the OTR rules, under section 37.0, “Advanced Game Scenario”.

SPECIAL RULES:

1. OTR Special Rules: Use all six of the OTR Special Rules under section 37.0, “Advanced Game Scenario”.

2. SIV Special Rules: Use only SIV Special Rules 1 (parts “a” & “b”) under section 27.0, “Advanced Game Scenario”. None of the other special rules are used.

3. OTR Set-Up: The Union and Confederate Set-Ups from the OTR Advanced Rules (pages 19-23) are used as appropriate, depending on where the Union player invades. However, the sections titled “Constant Reinforcements” and “Off-Map Boxes” are not used. The set-ups below are for these units, and added units from SIV and other games where required. Units with no game in parentheses after them (such as “(SIV)”) are from OTR.

4. Casey: Casey's division may not move until April 16.

5. Hooker: Hooker's division begins the game on the east bank of the Potomac River. It may be placed on the SJW north map opposite Evansport (SJW S5213). It may move by amphibious movement, in which case the first hex it enters is SJW S5412 or 5314. Or, it may be

activated for a march and move (by ferry) to Evansport. A die is not rolled for an MP allowance; instead, Hooker is placed in Evansport at Fatigue Level 2 and may not move any farther during this Action Phase. If a Confederate unit occupies Evansport, the Union player may attack. The Union player performs a prepared attack, but the Confederate player receives a +2 die roll modifier for defending behind a ferry.

6. *Blenker*: Blenker's division (Blenker, Stahel, Steinwehr, Bohlen, and the 4 NY) has movement restrictions (see LRTR 4.4.4 above, "Releasing Mountain Department Units").

7. *District of Washington*: Union "District of Washington" units are listed under a separate set-up. These units have movement restrictions (see above, LRTR 3.10, "The Shenandoah Valley").

8. *Franklin's Division*: Franklin begins the game as part of the I Corps. If he is "released" and moved into the Richmond Theater, he is no longer part of the I Corps. If Franklin is not in the Richmond Theater on OTR Turn 42, the Union player may not perform "Union Reorganization". He may perform "Union Reorganization" in any following Richmond Theater Strategic Cycle in which Franklin occupies the Richmond Theater.

9. *VMI Cadets*: The VMI Cadets may not be moved from the Lexington Box unless a Union unit occupies Staunton (SIV S2629) or any Off-Map Box.

10. *Schenck, 1 CT*: Schenck and 1 CT cavalry may not activate or entrench until they are released (see LRTR 4.4.4 above, "Releasing Mountain Department Units"). However, they are released immediately if a Confederate unit enters Hardy County.

11. *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 (Bealeton Station)
- SJW S2414 (Rappahannock Station)

Bridges:

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

12. *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.

VICTORY CONDITIONS

Use the victory conditions from OTR, under section 37.0, "Advanced Game Scenario". The victory conditions below should also be included:

VP Reason

- +12 In each Valley Theater County Control Segment in which the Union player controls Augusta County.
- +1 In each Valley Theater County Control Segment in which the Union player controls Frederick (VA) County.
- +1 In each Valley Theater County Control Segment in which the Union player controls Shenandoah County.
- +1 In each Valley Theater County Control Segment in which the Union player controls Warren County.
- +3 In each Valley Theater County Control Segment in which the Union player controls the Lexington Off-Map Box.
- +8 In each Valley Theater County Control Segment in which the Union player controls the Charlottesville Off-Map Box.

- +18 In each Valley Theater County Control Segment in which the Union player controls the Lynchburg Off-Map Box.
- +3 In each Richmond Theater County Control Segment in which the Union player controls Orange County.
- +5 In each Richmond Theater County Control Segment in which the Union player controls Louisa County.
- +7 In each Richmond Theater County Control Segment in which the Union player controls the Burkeville Off-Map Box.
- 1 For each point of Union Manpower value lost due to the surrender of Harpers Ferry
- 1 In each Valley Theater County Control Segment, the Union player loses 1 VP for each of the following counties which he does not control:
 - Jefferson
 - Berkeley
 - Morgan
 - Hardy
 - Hampshire
 - Mineral
- 3 In each Valley Theater County Control Segment in which the Confederate player controls Stafford County.
- 4 In each Valley Theater County Control Segment in which the Confederate player controls Frederick (VA) or Hampshire counties.
- 5 In each Valley Theater County Control Segment in which the Confederate player controls Morgan County.
- 7 In each Valley Theater County Control Segment in which the Confederate player controls Berkeley or Fauquier counties.
- 9 In each Valley Theater County Control Segment in which the Confederate player controls Jefferson County.
- 10 In each Valley Theater County Control Segment in which the Confederate player controls Loudoun or Washington counties.
- 12 In each Valley Theater County Control Segment in which the Confederate player controls Prince William County.
- 14 In each Valley Theater County Control Segment in which the Confederate player controls Frederick-West County.
- 18 In each Valley Theater County Control Segment in which the Confederate player controls Frederick-East or Carroll counties
- 18 In each Valley Theater County Control Segment in which the Confederate player controls Fairfax County and occupies the control seat at Fairfax Court House (SJW N5017).
- 24 In each Valley Theater County Control Segment in which the Confederate player controls Howard or Montgomery counties.
- 30 In each Valley Theater County Control Segment in which the Confederate player controls Prince George's or Anne Arundel Counties.
- 35 In each Valley Theater County Control Segment in which the Confederate player controls Fairfax County and occupies the control seat at Alexandria (ALX 0605).
- 50 In each Valley Theater County Control Segment in which the Confederate player controls Baltimore County.
- 100 In each Valley Theater 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 Valley Theater 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 Valley Theater 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 9 VP, not 18, if the Confederate player occupies Fairfax County in this way.)

- 30 If the Arsenal (ALX 0802) is destroyed
- 30 If the Navy Yard (ALX 0902) is destroyed
- 30 If the depot at Baltimore Depot (HCR E1633) is destroyed
- 3 If the Confederate player calls in Heth as a reinforcement
- 8 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. (**Note:** A division which is composed of these brigades is worth -24 VP.)

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
384 or more	Union Decisive Victory
246 to 383	Union Substantive Victory
142 to 245	Union Marginal Victory
69 to 141	Confederate Marginal Victory
-4 to 68	Confederate Substantive Victory
-5 or less	Confederate Decisive Victory

UNION SET-UP

Unit/Leader	Size	Command	Type	Man Value	Hex
<i>Remember to use the appropriate Union Set-Up from OTR 37.0 in addition to this.</i>					
McClellan	Army	AP	Ldr	-*	Fort Monroe Box
Casey	Div	IV	Inf	18	Fort Monroe Box
1 NY MRif	Regt	-	Cav	1	Fort Monroe Box
Hooker	Div	III	Inf	19	See Special Rule 5
Blenker (SIV)	Div	B-M	Ldr	-	SJW S3108 (Warrenton Junction)
Stahel (SIV)	Brig	B-M	Inf	6	SJW S3108 (Warrenton Junction)
Steinwehr (SIV)	Brig	B-M	Inf	5	SJW S3108 (Warrenton Junction)
Bohlen (SIV)	Brig	B-M	Inf	5	SJW S3108 (Warrenton Junction)
4 NY (SIV)	Regt	-	Cav	1	SJW S3108 (Warrenton Junction)
1 RI	Regt	-	Cav	1	SJW S3108 (Warrenton Junction)
8 IL	Regt	-	Cav	1	SJW S3108 (Warrenton Junction)
Sumner	Corps	II	Ldr	-	ALX 0605 (Alexandria)
Richardson	Div	II	Inf	16	ALX 0605 (Alexandria)
5 PA	Regt	-	Cav	1	ALX 0605 (Alexandria)
Complete Depot(SIV) -		-	-	-	ALX 0605 (Alexandria)
1 NY	Regt	-	Cav	1	ALX 0505
Complete Depot(SIV) -		-	-	-	HCR E1633 (Baltimore Depot)
Complete Depot(SIV) -		-	-	-	HCR E3510 (Camden Station)
5 NY (SIV)	Regt	-	Cav	1	HCR W4214 (Frederick)
10 ME (SIV)	Regt	S	Inf	2	SIV N5524 (Harpers Ferry)
Complete Depot(SIV) -		-	-	-	SIV N5524 (Harpers Ferry)
54 PA (SIV)	Regt	S	Inf	2	SIV N2805 (Sir John's Run)
Complete Depot(SIV) -		-	-	-	SIV N2805 (Sir John's Run)
1 PHB (SIV)	Regt	S	Inf	2	SIV N4927 (Charlestown)

2 PHB (SIV)	Regt	M	Inf	2	SIV N0111 (Patterson's Depot)
Complete Depot(SIV) -		-	-	-	SIV N0111 (Patterson's Depot)
5 WV (SIV)	Regt	M	Inf	1	SIV N0124 (Romney)
Complete Depot(SIV) -		-	-	-	SIV N0124 (Romney)
3 PHB (SIV)	Regt	M	Inf	1	SIV N1013 (South Branch Depot)
Sub-1 [110 PA] (SIV)	Regt	- [2-S]	Inf	1	SIV N3333 (Winchester)
1 WV	Regt	-	Cav	1	SIV N3333 (Winchester)
Sub-2 [66 OH] (SIV)	Regt	- [2-S]	Inf	1	SIV M3712 (Strasburg)
Shields (SIV)	Div	2-S	Ldr	-	SIV M2719 (Calvary Church)
Kimball (SIV)	Brig	2-S	Inf	6	SIV M2719 (Calvary Church)
Tyler (SIV)	Brig	2-S	Inf	7	SIV M2719 (Calvary Church)
Sullivan (SIV)	Brig	2-S	Inf	6	SIV M2719 (Calvary Church)
Gordon (SIV)	Brig	1-S	Inf	6	SIV M2821 (Edensburg)
1 MI	Regt	-	Cav	1	SIV M2821 (Edensburg)
Banks (SIV)	Dist	S	Ldr	-	SIV M2920
Williams (SIV)	Div	1-S	Ldr	-	SIV M2920
Donnelly (SIV)	Brig	1-S	Inf	6	SIV M2920
1 VT	Regt	-	Cav	1	SIV M2920
Schenck (SIV)	Brig	M	Inf	4	SIV M0407 (Moorfield)
1 CT (SIV)	Regt	-	Cav	1	SIV M0407 (Moorfield)
Complete Depot(SIV) -		-	-	-	SIV M0407 (Moorfield)
Viele	Brig	DV	Inf	7	Fort Monroe Box
Weber	Brig	DV	Inf	5	Fort Monroe Box
Robinson	Brig	DV	Inf	4	Fort Monroe Box
11 PA	Regt	-	Cav	1	Fort Monroe Box
Complete Depot	-	-	-	-	Fort Monroe Box
Siege Artillery	-	-	-	+	Fort Monroe Box
Monitor	-	-	-	-	Fort Monroe Box
Gunboat-1	-	-	-	-	Hampton Roads Box (Gunboat Display)
Gunboat-2	-	-	-	^	Hampton Roads Box (Gunboat Display)
Gunboat-1 (GTC)	-	-	-	^^	Potomac River Box (Gunboat Display)
Burnside	Corps	IX	Ldr	-	Atlantic Coast Box
Reno	Div	IX	Inf	8	Atlantic Coast Box
Parke	Div	IX	Inf	8	Atlantic Coast Box
Foster	Div	IX	Inf	8	Atlantic Coast Box
Stevens	Div	IX	Inf	8	Atlantic Coast Box
Wright	Div	IX	Inf	8	Atlantic Coast Box
Kelley (SIV)	Brig	M	Inf	4	Emergency Reinforcements Box (SIV)
Fremont (SIV)	Dist	M	Ldr	-	Mountain Department Box (SIV)
Cluseret (SIV)	Brig	M	Inf	3	Mountain Department Box (SIV)
Milroy (SIV)	Brig	M	Inf	5	Mountain Department Box (SIV)
Crook (SIV)	Brig	M	Inf	4	Mountain Department Box (SIV)
3 WV (SIV)	Regt	-	Cav	1	Special Reinforcement, Turn 11: SIV 0407 (Moorfield)
3 IN (SJW)	Regt	-	Cav	1	Special Reinforcement, Turn 31: HCR E1633 (Baltimore Depot)
Ricketts (SIV)	Div	4-R	Ldr	-	Special Reinforcement, Turn 31: On a unit under his command
6 OH (SIV)	Regt	-	Cav	1	Special Reinforcement, Turn 35: SIV 0407 (Moorfield)
Sub-6 [9 NY] (SJW)	Regt	-	Cav	1	Special Reinforcement, Turn 48: HCR E1633 (Baltimore Depot)
12 IL (HCR)	Regt	-	Cav	1	Special Reinforcement, Turn 82: HCR W1314 (Martinsburg)

* - McClellan may not be moved from the Fort Monroe Box until Turn 7.

+ - The siege artillery unit begins the game with a Fatigue Level 4 marker.

^ - Gunboat-2 is not available for use unless Virginia is destroyed (see OTR 24.0).

^^ - Gunboat-1 (GTC) may never be moved from the Potomac River Box.

UNION SET-UP (DISTRICT OF WASHINGTON UNITS)

Unit/Leader	Size	Command	Type	Man Value	Hex
Abercrombie (SIV)	Brig	1-S	Inf	8	SJW S3108 (Warrenton Junction)
28 PA (SIV)	Regt	S	Inf	2	SJW S3108 (Warrenton Junction)
Sub-1	Brig	[I]	Inf	6	SJW S4101 (Manassas)
King	Div	I	Inf	20	SJW N5620 (Springfield)

Franklin	Div	[I]	Inf	12	ALX 0405 (Seminary)
McDowell	Corps	I	Ldr	-	ALX 0605 (Alexandria)
McCall-A	Div	I	Inf	20	ALX 0605 (Alexandria)
Tower (SIV)	Brig	4-R	Inf	6	ALX 0605 (Alexandria)
Slough (SIV)	Brig	S	Inf	5	ALX 0605 (Alexandria)
2 NY	Regt	-	Cav	1	ALX 0605 (Alexandria)
1 PA (SIV)	Regt	-	Cav	1	ALX 0605 (Alexandria)
1 NJ (SIV)	Regt	-	Cav	1	ALX 0605 (Alexandria)
Duryea (SIV)	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 (SIV)	Regt	-	Cav	1	HCR E1631 (Military Asylum)
Sub-4 [11 NY] (SJW)	Regt	-	Cav	1	HCR E1631 (Military Asylum)
2 PA (SIV)	Regt	-	Cav	1	HCR E1631 (Military Asylum)
59/101 NY	Regt	-	Inf	3	HCR E1229 (Fort Pennsylvania)
Doubleday	Brig	I	Inf	3	HCR E1429 (Fort Stevens)
99/115 PA	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	Regt	-	Inf	3	HCR E4327 (Annapolis)
Cooper (SIV)	Brig	S	Inf	6	HCR E3510 (Camden Station)
1 MD (SIV)	Regt	-	Cav	1	HCR E3510 (Camden Station)
Sub-5 [13 PA] (SJW)	Regt	-	Cav	1	HCR E3510 (Camden Station)
2 DE/32 MA	Regt	-	Inf	3	HCR E3610 (Federal Hill)
11/91 PA	Regt	-	Inf	3	HCR E3711 (Ft. McHenry)
3/4 NY	Regt	-	Inf	3	HCR E4107 (Back River Bridge)
8 NY (SIV)	Regt	-	Cav	1	HCR W4431 (Poolesville)
1 ME (SIV)	Regt	-	Cav	1	HCR W3522 (Catoctin Switch)

CONFEDERATE SET-UP

Unit/Leader	Size	Command	Type	Man Value	Hex
<i>Remember to use the appropriate Confederate Set-Up from OTR 37.0 in addition to this.</i>					
Ashby (SIV)	Regt	-	Cav	1	SIV M2722
Jackson (SIV)	Dist	(JV)	Ldr	-	SIV M2229
Stonewall (SIV)	Brig	J-V	Brig	4	SIV M2229
Taliaferro (SIV)	Brig	J-V	Brig	2	SIV M2229
Campbell (SIV)	Brig	J-V	Brig	2	SIV M2229
Johnson (SIV)	Brig	J-V	Brig	6	SIV S0218 (McDowell)
VA Militia (SIV)	Regt	V	Inf	2*	SIV S2629 (Staunton)
Complete Depot(SIV) -		-	-	-	SIV S2629 (Staunton)
2/6 VA (SIV)	Regt	-	Cav	1	SJW S0108 (Sperryville)
Stuart	Div	Cav	Ldr	-	SJW S2315
Cavalry	Brig	Cav	Cav	2	SJW S2315
Ewell (SIV)	Div	E-V	Ldr	-	SJW S2215 (Elkwood)
Taylor (SIV)	Brig	E-V	Inf	6	SJW S2215 (Elkwood)
Trimble (SIV)	Brig	E-V	Inf	6	SJW S2215 (Elkwood)
Elzey (SIV)	Brig	E-V	Inf	3	SJW S2215 (Elkwood)
Longstreet	Div	L	Ldr	-	SJW S0832 (Orange Court House)
Pickett	D-Div	L	Inf	10	SJW S0832 (Orange Court House)
RH Anderson	D-Div	L	Inf	5	SJW S0832 (Orange Court House)
9 VA	Regt	Cav	Cav	1	SJW S4118
40 VA	Regt	-	Inf	2	SJW S4328 (Fredericksburg)
55 VA	Regt	-	Inf	2	SJW S4328 (Fredericksburg)
Sub-2 [VMI Cadets] (SIV) -		V	Inf	1	Lexington Off-Map Box
Heth (SIV)	Brig	V	Inf	3	Emergency Reinforcements Box (SIV)
Huger-A	Div	HU	Inf	7	Norfolk Box
Mahone	Brig	HU	Inf	6	Norfolk Box
Armistead	Brig	HU	Inf	6	Norfolk Box
Virginia	-	-	-	-	Norfolk Box (see OTR 22.0)
22 VA	Regt	-	Inf	1	Richmond Box
28 VA	Regt	-	Inf	1	Richmond Box
47 VA	Regt	-	Inf	2	Richmond Box
56 VA	Regt	-	Inf	2	Richmond Box
59 VA	Regt	-	Inf	2	Richmond Box
60 VA	Regt	-	Inf	2	Richmond Box
63 VA	Regt	-	Inf	2	Richmond Box
4 VA HA	Regt	-	Inf	2	Richmond Box
Art Res-2	Brig	ANV	Art	2	Richmond Box

Art Res-3	Brig	ANV	Art	2	Richmond Box
5 VA	Regt	Cav	Cav	1	Richmond Box
10 VA	Regt	Cav	Cav	1	Richmond Box
13 VA	Regt	Cav	Cav	1	Richmond Box
Gregg	D-Div	AH	Inf	8	Dept. of S.C. Box
JR Anderson	D-Div	AH	Inf	8	Dept. of S.C. Box
Branch	Brig	AH	Inf	9	Dept. of S.C. Box
Ripley	Brig	HO	Inf	6	Dept. of S.C. Box
Martin	Brig	-	Inf	9	Dept. of S.C. Box
Lawton	Brig	-	Inf	9	Dept. of S.C. Box
Drayton	Brig	-	Inf	6	Dept. of S.C. Box
Evans	Brig	-	Inf	6	Dept. of S.C. Box
DeSaussure	Brig	-	Inf	6	Dept. of S.C. Box
Holmes	Div	HO	Inf	4	Dept. of N.C. Box
Ransom	Brig	HO	Inf	7	Dept. of N.C. Box
1 NC	Regt	Cav	Cav	1	Dept. of N.C. Box
AP Hill	Div	AH	Ldr	-	See OTR 26.1

* - The VA Militia begins the game under a completed Fort marker.