FOUR ROADS TO RICHMOND

From the Avalon Hill General, volume 12, number 6, by Joseph A. Angiolillo Jr. and Richard Hamblin, 1976

Below is the portion of the above article that relates directly to playing the game. The background, analysis, and history portions of the article have been omitted for brevity.

THE SCENARIOS: RULES

All of the campaigns along the Rappahannock: Fredericksburg, Chancellorsville, the Wilderness, and Spotsylvania; could be transformed into game situations by simply adding scenarios to Avalon Hill's *CHANCELLORSVILLE*. However, many of those rules need modification to reflect the changing nature of warfare from one campaign to the next.

Notably leadership, fortification, victory conditions, and initial deployment have to be changed, modified, or added. The following rules reflect these changes:

1. Omit section IX: INITIAL UNION MOVEMENT

2. Omit section X: VICTORY CONDITIONS and replace it with IX: VICTORY CONDITIONS.

The player with the larger number of victory points at the end of the game is declared the winner. Victory points are awarded during play for exiting friendly units (see rule #4) and/or at the end of the game for friendly units still on the mapboard (1 point to the Union player for each Union combat factor; **3** points to the Confederate player for each Confederate combat factor).

3. Omit section XI: PREPARATION FOR PLAY and replace it with X: PREPARE FOR PLAY.

Both players place their units on the hexes indicated on the INITIAL DEPLOYMENT CHART for the scenario being played.

4. Add section XI: EXITING THE MAP.

Union units may exit the map from hex CC47 or hex **WW53** for victory points. They may also exit south edge hexes for no victory points. To exit the map units must expend 1 movement point of the unit's movement allowance after it reaches an exit hex. Union units may only receive victory points when they exit the map from hexes CC47 or **WW53** and can trace an unbroken line of hexes from the exit hex to the north edge. The route must include a row of hexes from the exit hex, along a road to Fredericksburg, then across an emplaced pontoon bridge that is adjacent to Fredericksburg, and along a road on the northern side of the river to the north edge of the mapboard. This line cannot be broken by enemy zones of control. For each Union combat factor exited, the Union player receives 4 victory points.

Confederate units may exit the map from the north edge hexes by expending 1 movement point of the unit's movement allowance. Confederate units need not trace a path of hexes to the opposite side of the mapboard; however, they only receive victory points for exiting from hexes W12 or JJ19. The Confederate player receives **5** victory points for each friendly combat factor exited from these hexes.

Both players may reenter exited units from their exit hexes at any time. Of course, the victory points awarded for exited units are revoked until the units are re exited under the victory point conditions. Units may reenter on enemy controlled hexes but not on top of enemy units. Furthermore, units may only exit the map during the movement portion of their turn. Units forced off the map as a result of combat are eliminated instead. For ease of play, it is recommended that exited units be kept in small piles adjacent to their exit hexes. Those that have fulfilled the victory point conditions should be "turned over."

5. Add section XII: REINFORCEMENTS.

On the INITIAL DEPLOYMENT CHART you will find units available at the beginning of the scenario and those units that are reinforcements. Reinforcements are brought in during the player turn indicated on the chart or a later player turn at the owning player's discretion. Units enter on the specified hex, unless it is blocked by an enemy unit (not zone of control), in which case the reinforcements may enter on the next unblocked hex looking clockwise along the edge of the mapboard. Reinforcements as well as reentered units must count the initial entrance hex against their movement allowance.

6. Add section XIII: FORTIFICATIONS.

In addition to those fortifications initially placed on the mapboard, both players may build fortifications. At the end of any player-turn that a friendly unit does not move during two consecutive night game-turns, the owning player may place a fortification counter on top of those friendly unit(s) that did not move for those two consecutive game-turns. Thus, fortifications may be built on hexes containing those units that do not move during two consecutive night game-turns and all consecutive game-turns until the fortification is built. If on any turn, between the current turn and the two consecutive night game-turns the unit moves, it may not build a fortification.

7. Omit OPTIONAL RULE SECTION IA3 and replace it with:

Command control radius, maximum lengths are included on the headquarters units, except the Union Army or Army Group counter which commands the entire army and has a command control radius of 4 for reducing disruption, and the Confederate Army counter which has a command control radius of 8 for reducing disruption. (Note that divisional headquarters do not have a command control radius for reducing disruption using the scenarios.)

8. Add OPTIONAL RULE SECTION ID: **FOLLOWING ORDERS.** At the beginning of each player-turn the owning player rolls the die once for each friendly headquarters unit that is on the mapboard and within the printed command control radius of its parent headquarters (higher echelon). Compare this number with the judgment rating of the headquarters unit. If the die roll is greater than the judgment rating, the headquarters and all its subordinate units may not move during that game-turn (although they may attack, defend, advance or retreat as a result of combat). Headquarters out of range of the parent headquarters unit may not move in that game-turn. Note that Army headquarters have a limited command control radius for disruption removal but an unlimited one for movement of subordinate units. When the chain of command involves more than one level *(i.e.,* Grand Divisions and Corps or Army of the Potomac and Corps) the player rolls first to see if the Grand Division (higher echelon) can move and if it can, then each individual Corps. Obviously, if the Grand Division cannot move, its subordinate Corps cannot move either. Note that in the Chancellorsville scenario Lee represents the Army headquarters and the First Corps headquarters.

Thus for movement of the First Corps units, it has a Command Control radius of 8, but for movement of the Second Corps Headquarters it has a unlimited radius.

Most of the cavalry units moved independent of the rest of the army (except the Union cavalry at Fredericksburg). To reflect this fact, judgment ratings have been provided for cavalry units. Players roll for each cavalry unit separately, not for the parent Cavalry Corps headquarters unit. Furthermore, when Corps commanders were killed, cavalry corps commanders were sometimes called to take command of the infantry corps. Thus, if an army corps headquarters unit is eliminated, the cavalry corps headquarters may replace the eliminated corps headquarters in order to move its sub-units.

The one exception to the above is a roll of "I" for headquarters units with an "f next to their judgment rating (meaning foolhardy). If a 1 is rolled, all subordinate units within the command control radius of the headquarters which the 1 was rolled for, must attack some enemy unit in that game-turn. If a subordinate unit cannot move in to an attacking position, its movement is not restricted.

9. Add OPTIONAL RULE SECTION V1: TACTICAL ABILITY.

To reflect the tactical ability of Civil War Corps and Army commanders, headquarters units have been rated on offensive and defensive tactics. Whenever a headquarters unit is in a battle where it is attacking enemy units, the die roll is modified by the number on the offensive rating. Whenever a headquarters is in a battle, defending, the die roll is modified by the defensive rating. Note that Confederate divisional headquarters do not have tactical ratings. The die roll may never exceed $\mathbf{6}$ nor be less than $\mathbf{1}$. Only the higher echelon headquarters may affect the battle if two are in the same battle.

If headquarters are of the same rank, the owning player has the choice of which headquarters will affect the die roll.

You will also find the number of subordinate counters for each Confederate division listed on the divisional unit. This additional information has been included for ease of play.

[The above data is printed on the backs of the counters they apply to, except for command range which is 4 for US leaders and 8 for CS leaders.]

To play these scenarios you will need to print, mount, and cut the counters included after this article. You will also need the game's rules, CRT, terrain effects chart, a 6 sided die, and the map.

In putting this package together several errors were found in the counters and scenario set-ups which



have been corrected in the counters provided, and the set up tables below. The scenario setups have locations for both the standard map and the alternate map. The counters are marked in their corners with a darker shade of their background color to denote what counters take part in what scenarios. This is noted below in the scenario set ups.

The counters are designed to be glued to a sheet of chipboard, scored on the red line, then folded on the score, and glued to make them thicker, and two-sided. Then they can be cut into individual counters.

A larger map with larger hexes should have been available where this file was downloaded, as well as a more geographically accurate map, also with larger hexes. Both are in PDFs and would need to be printed to be used in place of the game's original map.

Gerald Todd Uhlan Games

FOUR ROADS TO RICHMOND Scenarios:

emplaced pontoon

LL42/3611

Set-up hexes are listed so: SM/AM, where SM=standard map and AM=alternate map

Scenario 1: Fredericksburg, December 13 1862

(Counters for this scenario are marked in their upper left corner)

UNION		CONFEDERATE							
LL36/3617	Burnside (AotP HQ)	FF35/3014	fort, Anderson(HQ), Wilcox, Wright, Mahone						
HH33/3217	Hunt(HQ), Hays	GG36/3113	fort, Perry, Fetherstone, Ransom						
NN42/3812	Trumbull	GG37/3112	fort, Longstreet(HQ), Semmes, Walton, Alexander						
JJ36/3416	Sumner(HQ), IX, V	GG38/3111	fort, McLaws(HQ), Kershaw, Barksdale, Cobb, I(2 6)						
HH36/3215	Couch(HQ),II, Howard	HH40/3211	fort, Lee(ANV), I, I, Cabell, Cutts, Nelson						
HH37/3214	Hancock, French	HH41/3210	fort						
II38/3213	Wilcox(HQ), Getty, Stugis	HH42/3209	Pickett						
II39/3312	Burns, Brooks	JJ45/3408	fort, Hood						
KK36/3516	Pleasanton	LL47/3606	fort, Brockenbrough, Gregg, Brown, Brockenbrough						
LL41/3612	Hooker(HQ), Stoneman(HQ), Sickles, III	LL48/3506	Thomas, Lane						
JJ35/3417	Whipple	MM47/3705	Paxton						
MM42/3711	Birney, assault boats	NN47/3807	fort, AP Hill(HQ), Pender, Archer, Walker						
LL37/3616	Butterfield(HQ)	MM50/3703	Jackson(HQ), Taliaferro HQ, JR Jones, Warren, Pendleton						
KK38/3514	Giffin, assault boats	PP51/4004	Latimer, Jones						
II33/3317	Sykes	RR51/4205	Early, DH Hill						
MM37/3716	Humphreys	QQ49/4106	Pelham						
LL38/3615	Averell	RR48/4106	Stuart						
LL44/3609	Franklin(HQ), Doubleday, Bayard								
MM45/3708	Reynolds(HQ), Gibbon, Meade								
KK42/3510	Ι								
JJ41/3411	Smith(HQ), VI, Newton								
KK43/3509	Howe								
II36/3313	emplaced pontoon								
JJ38/3315	emplaced pontoon								

Scenario 2: Chancellorsville April 30 1863

(Counters for this scenario are marked in their upper right corner)

UNION		CONFEDER	ATE
E3/0631	Hooker (AotP HQ), Slocum(HQ), Williams, Geary, XII	GG40/3211	Lee(ANV), Semmes, Cabell
F4/0730	Meade(HQ), Griffin, Sykes	X23/2212	Anderson(HQ), Perry
G5/0830	Humphreys, V	T25/1818	Mahone
C3/0430	Howard(HQ), emplaced pontoon	CC33/2814	fort, Wilcox
D3/0530	Devens, XI	Q24/1417	Posey
B3/0329	Stienwehr	CC47/2801	Wright, Kershaw
A3/0229	Shurz	GG36/3113	McLaws(HQ), Kershaw
A4/0228	Pleasanton	AA35/2612	Wofford
QQ45/4109	Reynolds(HQ), pontoon	FF36/3014	Alexander, Walton
OO44/3909	Wadsworth	DD33/2914	fort, Hardaway
PP44/4010	Robinson, I	SS51/4304	Jackson(HQ), Rodes, Carter
PP45/4009	Doubleday	UU51/4505	AP Hill, Walker
CC30/2717	Couch(HQ), Hancock, French	NN47/3705	Early, Andrews
KK37/3514	Gibbon	WW51/4706	Colston, Jones
DD30/2818	II	FF37/3112	Cutts, Nelson
NN41/3812	Whipple	MM50/3703	Brown, McIntosh
NN42/3811	Sickles(HQ), Birney, III	LL47/3212	fort
NN43/3810	Berry	JJ45/3311	fort
MM41/3711	Sedgewick(HQ), pontoon	HH40/3310	fort
LL40/3612	Brookes, VI	HH41/3309	fort
KK39/3512	Howe, Burnham	GG39/3409	fort
LL41/3711	Newton	GG37/3608	fort
HH33/3217	Hunt(HQ), Res, Res	FF35/3707	fort
FF31/3018	pontoon		
JJ35/3416	pontoon		
HH31/3418	both assault boats		

Reinforcements:

UNION

April 30, 9am @ A10/0024: Averell

CONFEDERATE April 30, 3pm @ A20/0013: Stuart(HQ), F Lee

Cavalry Judgment ratings: Averell:2, Pleasanton:5, F Lee:6, Stuart(HQ):6f

Scenario 3: The Wilderness May 5 1863

(Counters for this scenario are marked in their lower right corner)

UNION

Torbert
Ricketts
Wright, Gettys
Sedgewick(HQ), VI
Wilson
Crawford
1R horse
V
Warren(HQ), Griffin
Robinson, Wadsworth
Barlow
Gibbon
Hancock(HQ)
Grant(HQ), Meade(AotP)
II
Birney
2R, 3R
Mott
Sheridan(HQ), Gregg
Hunt(HQ), , 1R, 2R horse
emplaced pontoon
emplaced pontoon

Reinforcements:

UNION

April 30, 6am @ A10/0024: Burnside(HQ), Stevenson 3pm @ A10/0024: Potter 6pm @ A10/0024: Ferrero, Marshall, IX

CONFEDERATE

B20/0113	Ewell(HQ), Early, Rodes
A20/0013	Page, Cutshaw, Braxton, Hardaway
B22/0212	Johnson, Nelson
C24/0310	Heth
C25/0309	Lee(ANV), AP Hill(HQ), Wilcox, Anderson, Poague
B24/0210	McIntoch, Pegram, Cutts, Richardson
Q35/1706	Hampton

CONFEDERATE

April 30,	6am @ A24/0009: Longstreet(HQ), Cabell, Haskell, Huger
	12pm @ A10/0024: Wilcox
	12pm @ I37/0700: Stuart(HQ), F Lee, WHF Lee
May 1	1st night @ A24/0009: Field, Kershaw, Breathed

Scenario 4: Sposylvania part 1 May 8 1864

(Counters for this scenario are marked in their lower left corner)

UNION CONFEDERATE M21/1418 Burnside(HQ), Potter, Ferrero, pontoon F21/0615 fort, Early, Page J23/1015 Stevenson E21/0514 Ewell(HQ), Nelson, Hardaway J24/1014 Marshall, IX F22/0614 fort, Johnson K25/1113 Hancock(HQ), II F23/0613 fort, Rodes, Cytshaw L24/1215 F24/0612 fort, Braxton Wilcox G25/0711 J26/1012 fort, Pegram fort, Birney K27/1111 C25/0309 Huger, Cabell fort. Gibbon N29/1411 Lee(ANV), Anderson(HQ), Haskell Getty G26/0710 Grant(HQ), Meade(AotP) 026/1513 H26/0811 fort, Field, McIntosh R28/1815 I27/0910 Torbert, VI fort, Kershaw, poague Sedgewick(HQ), Ricketts, Wright R29/1813 Breathed I34/0903 T32/1911 Wilson, 1R horse Early(HQ), Cutts L34/1205 R33/1809 Hunt(HQ), 1R, 2R horse M34/1305 Wilcox, Anderson, Heth Q33/1408 Sheridan(HQ), Gregg T36/2007 WHF Lee Q35/1706 Crawford, Wadsworth T38/2005 Stuart(HQ), F Lee, Hampton Warren(HQ), Griffin, Robinson R36/1806 F26/0610 Richardson P34/1607 V H24/0813 fort I25/0912 fort II36/3315 emplaced pontoon

- D13/1521 emplaced pontoon
- j17/1119 emplaced pontoon

Scenario 5: Sposylvania part 2 May 16 1864

emplaced pontoon

emplaced pontoon

(Counters for this scenario are marked in their lower left corner)

UNION

II36/3315

II37/3413

CONFEDERATE

S36/2006	fort	R39/1902	Cabell
T37/2105	fort	S39/2003	fort, Huger
U37/2206	Grant(HQ), Meade(AotP), Barlow, Gibbon	T30/2103	fort, Kershaw, Haskell
U38/2205	fort, Ricketts	U39/2204	fort, Johnson, Braxton
V39/2304	fort, Birney	U40/2203	Ewell(HQ), Early, Page, Rodes, Hardaway
W40/2404	fort, Stevenson	U41/2202	Lee(ANV), Poague, McIntoch, Pegram, Cutts, Richardson
W39/2403	Burnside(HQ), Marshall	V41/2302	Early(HQ), Heth, Wilcox, Anderson
X40/2404	Wilcox, Potter	W42/2402	Nelson, Cutshaw
Y41/2604	Robinson, Griffin	W43/2401	Anderson(HQ), Field
Y42/2803	Warren(HQ), Crawford, Wadsworth		
Z42/2703	Wright		
Z41/2605	Wright(HQ), Getty, VI		
Z40/2606	II, V		
GG37/3111	Ferrero, IX		

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XII +++ 3 ¹ 6	II Couch Couch 0-8	II Hancock O 5-4	II Howard 6-4	II French 4-4		II Gibbon 5-4	II French 6-4		VI Wright 0-8	II Hancock 0-8	II Barlow 200 8-4	II Gibbon QQ 7-4	II Birney 7-4	II Mott 4-4
II Barlow 2-4	II Birney 9-4	Pleasanton 4-8	Stoneman 0-8	III Birney 5-4	III Sickles 5-4	III Whipple 5-4		Sickles 0-8	III Birney 6-4	III Berry 6-4	III Whipple 6-4	111 +++ 7 ¹ 6	Burnside 0-8	Franklin 0-8
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V Crawford 4-4	V Wadsworth 7-4		V Griffin 7-4	V Crawford 3-4	V Wadsworth 5-4	Bayard 3-8	0-8	VI Brooks 7-4	VI Howe 7-4	VI Newton 7-4			VI Brooks 5-4	VI Howe 5-4
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Fredericksburg Chancellorsville Wilderness Spotsylvania

Chancellorsville 2nd edition (1974) ~ Four Roads to Richmond ~ General v12 #6

Lee 0-8	C Stuart 4-8		C Stuart 6-8	C Beckham	C Stuart 0-8	C Hampton 3-8	C F Lee 3-8	C WHIF Lee 2-8	Breathed			I Longstreet 0-8	I Anderson 9-4	I Hood 8-4	I McLaws 8-4
I Pickett 9-4	I Ransom Q 4-4	I HH = age 2 ¹ 6					I HH Alexander	I Anderson 8-4	I dama have been a first the second s	I Anderson 0-8	I Kershaw 4-4	I Field 6-4		II Jackson 0-8	II Early 8-4
Ш АР НШ 40 12-4	П DH Him Орн Him 10-4	II Taliaferro 7-4		II Marker 4 6		II Brockenbrough				II Rhodes 2021 10-4	II Colston 7-4				
II Ewell 0-8	II Early 5-4	II Johnson 5-4	II Rodes 5-4	Hardaway			III	III Anderson 2-4	III Heth 7-4	III Wilcox QQ 8-4					III Hickardson Richardson
III Early 0-8	I Anderson 0-8	I Wilcox 2-4	I Featherstone 2-4	I Mahone Q-4	Wright Wright 1-4	Perry 2-4	I Posey 2-4	H Wilcox 4 1-4	I Ransom 0-8	I Ransom 2-4	I Cooke 2-4	I Pickett 0-8	Garnett Garnett 2-4	П DH Han 0-8	II Rodes 2-4
Ш Доле 2-4		II Iverson HI 2-4	II Grimes HQ 1-4	II Rodes 0-8	II O'Neal O'Neal O'Neal	II Doles 2-4	II Colquitt 2-4	II ^{Iverson} 2-4	II Ramseur 2-4	II Daniel 2007 1-4	II AP Hill 0-8	II Brocken- brough av 2-4	II Gregg 2-4	II Thomas av 2-4	II Lane Q-4
II Archer AV 2-4	II Pender Av 2-4	II McGowan R 2-4		II Doles Doles 1-4	II Battle 2-4	II Johnson W 1-4	II Ramseur M 1-4	II Early 0-8	II Atkinson 2-4	II Hoke 2-4	II Walker 2-4	II Hays 2-4	II Smith 2-4	II Gordon 2-4	II Pegram 2-4
II Gordon Hug Gordon 1-4	II JR Jones Wo 1-4	II Stafford 4	II Tatiaferro 0-8	II Paxton 2-4	II JR Jones 2-4	II Warren 2-4	II Pendleton I-4	II Colston 0-8	Paxton 2-4	JR Jones O 2-4	II Warren 2-4	II Nicholls	II Johnson 0-8	u II Walker Walker 40 2-4	II Steuart Vosuyof 1-4
III Anderson 0-8	Perrin Perrin Q-4	Mahone Mahone 2-4	Harris Harris Harris Harris 1-4	Wright Wright Volume Wright	Perry Perry 1-4	Heth 0-8	III Davis H 2-4	III E Kirkland Ž 2-4	III ^{E Cooke} H Cooke 1-4	III ₩alker Ĕ ↓ 1-4	H Archer H Archer 1-4	III Wilcox 0-8	Lane 2-4	McGowan 2-4	III Scales 2-4
Thomas Thomas 2-4	C Stuart 0-8	Hampton 1-8	C F Lee 1-8	C WHF Lee 1-8	C WE Jones 1-8	C F Lee 3-8	WHF Lee 3-8	C Hampton 0-8	C Voung 1-8	C Rosser dd WeH 1-8	C Butler 1-8	C F Lee 0-8	C Lomax 2-8	C Wickham 1-8	C WHIF Lee 0-8

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Gordon 1-8	I Hood 0-8	Law Pood 2-4	Anderson Boot 2-4	Robertson WH 2-4	Benning WH 2-4	I Field 0-8	Jenkins Periodic Alexandre	Anderson Be 400 1-4	Law Pair 1-4	Figure 1-4	Benning Benning Part 1-4	Kemper text H Kemper text H H H H H H H H H H H H H H H H H H H	Armistead ^{Harmistead} ^{Harmistead} ^{Harmistead} ^{Harmistead} ^{Harmistead} ^{Harmistead}	Jenkins usyoid 2-4
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