Four Roads to Richmond

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 "1" 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 **6** nor be less than **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 set-ups 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:

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

LL36/3617	Burnside (AotP HQ)
HH33/3217	Hunt(HQ), Hays
NN42/3812	Trumbull
JJ36/3416	Sumner(HQ), IX, V
HH36/3215	Couch(HQ),II, Howard
HH37/3214	Hancock, French
II38/3213	Wilcox(HQ), Getty, Stugis
II39/3312	Burns, Brooks
KK36/3516	Pleasanton
LL41/3612	Hooker(HQ), Stoneman(HQ), Sickles, III
JJ35/3417	Whipple
MM42/3711	Birney, assault boats
LL37/3616	Butterfield(HQ)
KK38/3514	Giffin, assault boats
II33/3317	Sykes
MM37/3716	Humphreys
LL38/3615	Averell
LL44/3609	Franklin(HQ), Doubleday, Bayard
MM45/3708	Reynolds(HQ), Gibbon, Meade
KK42/3510	I
JJ41/3411	Smith(HQ), VI, Newton
KK43/3509	Howe
II36/3313	emplaced pontoon
JJ38/3315	emplaced pontoon
LL42/3611	emplaced pontoon

CONFEDERATE

FF35/3014	fort, Anderson(HQ), Wilcox, Wright, Mahone
GG36/3113	fort, Perry, Fetherstone, Ransom
GG37/3112	fort, Longstreet(HQ), Semmes, Walton, Alexander
GG38/3111	fort, McLaws(HQ), Kershaw, Barksdale, Cobb, I(2 6)
HH40/3211	fort, Lee(ANV), I, I, Cabell, Cutts, Nelson
HH41/3210	fort
HH42/3209	Pickett
JJ45/3408	fort, Hood
LL47/3606	fort, Brockenbrough, Gregg, Brown, Brockenbrough
LL48/3506	Thomas, Lane
MM47/3705	Paxton
NN47/3807	fort, AP Hill(HQ), Pender, Archer, Walker
MM50/3703	Jackson(HQ), Taliaferro HQ, JR Jones, Warren, Pendleton
PP51/4004	Latimer, Jones
RR51/4205	Early, DH Hill
QQ49/4106	Pelham
RR48/4106	Stuart

Scenario 2: Chancellorsville April 30 1863

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

UNION		CONFEDERATE	
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			CONFEDERATE		
April 30,	9am @ A10/0024:	Averell	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		CONFEDERATE	
C12/0322	Torbert	B20/0113	Ewell(HQ), Early, Rodes
E14/0621	Ricketts	A20/0013	Page, Cutshaw, Braxton, Hardaway
E15/0620	Wright, Gettys	B22/0212	Johnson, Nelson
F16/0619	Sedgewick(HQ), VI	C24/0310	Heth
C20/0214	Wilson	C25/0309	Lee(ANV), AP Hill(HQ), Wilcox, Anderson, Poague
E23/0512	Crawford	B24/0210	McIntoch, Pegram, Cutts, Richardson
F26/0610	1R horse	Q35/1706	Hampton
H22/0815	V		
I23/0914	Warren(HQ), Griffin		
J23/1015	Robinson, Wadsworth		
O29/1511	Barlow		
O28/1512	Gibbon		
P28/1613	Hancock(HQ)		
Q28/1713	Grant(HQ), Meade(AotP)		
Q29/1712	II		
Q26/1715	Birney		
S28/1914	2R, 3R		
R28/1814	Mott		
T32/1911	Sheridan(HQ), Gregg		
Q27/1714	Hunt(HQ), , 1R, 2R horse		
D13/0521	emplaced pontoon		
J17/1020	emplaced pontoon		

Reinforcements:

UNION			CONFEDERATE		
April 30,	6am @ A10/0024: Burnside(HQ), Stevenson		April 30,	6am @ A24/0009: Longstreet(HQ), Cabell, Haskell, Huger	
	3pm @ A10/0024: Potter			12pm @ A10/0024: Wilcox	
	6pm @ A10/0024: Ferrero, Marshall, IX			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	Wilcox	F24/0612	fort, Braxton
J26/1012	fort, Birney	G25/0711	fort, Pegram
K27/1111	fort, Gibbon	C25/0309	Huger, Cabell
N29/1411	Getty	G26/0710	Lee(ANV), Anderson(HQ), Haskell
O26/1513	Grant(HQ), Meade(AotP)	H26/0811	fort, Field, McIntosh
R28/1815	Torbert, VI	I27/0910	fort, Kershaw, poague
R29/1813	Sedgewick(HQ), Ricketts, Wright	I34/0903	Breathed
T32/1911	Wilson, 1R horse	L34/1205	Early(HQ), Cutts
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
R36/1806	Warren(HQ), Griffin, Robinson	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

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

UNION		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		
II36/3315	emplaced pontoon		
II37/3413	emplaced pontoon		

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Scenario Key
Fredericksburg
Chancellorsville
Wilderness
Spotsylvania

| C WHF Lee Chambliss 1-8 | C WHF Lee Gordon 1-8 | I Hood 0-8 | I Hood Law 2-4 | I Hood Anderson 2-4 | I Hood Robertson 2-4 | I Hood Benning 2-4 | I Field 0-8 | I Field Jenkins 2-4 | I Field Anderson 1-4 | I Field Law 1-4 | I Field Gregg 1-4 | I Field Benning 1-4 | I Pickett Kemper 2-4 | I Pickett Armistead 2-4 | I Pickett Jenkins 2-4 |
| I Pickett Corse 1-4 | I McLaws 0-8 | I McLaws Kershaw 2-4 | I McLaws Barksdale 2-4 | I McLaws Cobb 2-4 | I McLaws Semmes 2-4 | I McLaws Wofford 2-4 | I Kershaw 0-8 | I Kershaw Henagan 1-4 | I Kershaw Humphrey 1-4 | I Kershaw Wofford 1-4 | I Kershaw Bryan 1-4 | II Paige 2 6 | | | |

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