Thunder On The Mississippi

Grant's Vicksburg Campaign, April - July 1863

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THUNDER ON THE MISSISSIPPI

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Confederate gun "Whistling Dick" at Vicksburg

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Basic Game Rules

1.0 Introduction

Thunder on the Mississippi (*TOM*) simulates the Civil War campaign in Mississippi from April to July 1863 between Maj. Gen. Ulysses S. Grant's Army of the Tennessee and Lt. Gen. John C. Pemberton's Army of Mississippi. In the game, players control Union and Confederate military forces in turns representing one day of real time. The map portrays parts of Mississippi as they were in 1863, drawn from Civil War period maps. A hexagonal grid has been superimposed over the map, and each hex equals about 2,000 yards (1.15 miles) from side-to-side. Military units from regiments to divisions are represented along with each side's corps and army leaders. Military units consist of a varying number of points, each of which represents about 500 infantrymen or 700 cavalrymen.

The *Thunder on the Mississippi* rules are similar to those of previous games in the *Great Campaigns of the American Civil War* (*GCACW*) series, all of which adhere to a set of standard rules. *TOM* includes this "*GCACW* Standard Basic Game Rules" booklet, Version 1.6. A separate *Thunder on the Mississippi* rules booklet is also included, featuring all Basic and Advanced Game rules and scenarios specific to *TOM*.

Game Components

A complete game of *Thunder on the Mississippi* contains the following:

- One *GCACW* Standard Basic Game Rules Booklet (1.6)
- One *Thunder on the Mississippi* Rules Booklet
- Two 22" by 32" Mapsheets
- Two 280-piece Countersheets
- One 140-piece Countersheet
- Two Charts and Tables Cards
- One Terrain Chart
- Two Force Displays
- Two 6-sided Dice

Abbreviations

AM: Army of Mississippi (Confederate)
AM: Army of Maneuver (Union)
AR: Army of Relief
AT: Army of the Tennessee
BOW: Bowen's Division
Brcknridge: Breckinridge (on counter)
BRE: Breckinridge's Division
Feathrstn: Featherston (on counter)
FOR: Forney's Division
FRE: French's Division
L: Loring's Division
LEG: Legion
LOC: Line of Communication
MVP: Manpower Value Point
SMI: Smith's Division
STE: Stevenson's Division
Tilghmn: Tilghman (on counter)
W: Walker's Division

2.2 Playing Pieces

Military Units

The Confederate player has two army leaders: Johnston, who commands the Army of Relief (AR); and Pemberton, who commands the Army of Mississippi (AM). In Step 3 of the Grand Assault procedure, Pemberton may select only units belonging to his army to participate; *Johnston may select any Confederate unit in a Grand Assault*. To indicate army affiliation, Confederate units and leaders belonging to Johnston's AR are distinguished by a green box around their Tactical/Command values. Units and leaders belonging to Pemberton's AM do not have any box around their Tactical/Command values. Note that in the Advanced Game, Confederate units may sometimes change army affiliation.

Confederate infantry leaders command divisions and have brigades and regiments subordinated to them. There are no Confederate cavalry leaders. Some Confederate infantry and all cavalry units are leaderless and cannot be activated as part of an Activate Leader action. Leaderless Confederate infantry units have blue military symbol boxes to distinguish them. **Exception**: Substitute units (see Advanced rule 7.1) have a blue military symbol box and if detached from a unit with a leader may be activated by that leader.

The Union player has one army leader, Grant, commander of the Army of the Tennessee (AT). All Union units are considered part of the AT, and in Step 3 of the Grand Assault procedure, Grant may select any Union units to participate.

In some scenarios the Union player uses the leader Sherman as a district leader, commanding the "Army of Maneuver" (AM), a status denoted by an asterisk next to his "AM" designation. Sherman is not an army leader. Infantry units under Sherman's AM command are noted in relevant scenarios. As part of an Activate Leader action when Sherman is acting as a district (not corps) leader, he may select up to four Union infantry units to participate, regardless of affiliation, as long as they belong to the AM. As a district leader, Sherman may neither activate cavalry units nor select them to participate in an Assault action. However, if Sherman successfully initiates a Grand Assault, cavalry units may participate.

All other Union infantry leaders command corps. Note that Sherman is a corps leader in scenarios in which he is not designated as the AM district leader. The Union player has no cavalry leaders; therefore, all Union cavalry units are leaderless. Some Union infantry units are leaderless, indicated by their blue military symbol boxes. **Exception**: Substitute units (see Advanced rule 7.1) have a blue military symbol box and if detached from a unit with a leader may be activated by that leader.

2.3 The Map

Loess Terrain

The *Thunder on the Mississippi* map contains a major terrain type known as "loess" (pronounced "low-es"), which has not been featured before in *GCACW* games. Each loess hex is depicted with many small tan dots superimposed on an olive base color (see Terrain Effects Chart). Loess is a fine-grained, powdery soil, a wide belt of which runs on the east side of the Mississippi on a southwest – northeast axis. Because loess is highly susceptible to erosion, it is marked by sharp, irregular ravines, many of which were so overgrown with vegetation as to be nearly impassable to military units.

Loess hexes are identical to woods hexes in terms of Movement Point (MP) costs (see Terrain Effects Chart) and MP penalties to enter a friendly-occupied hex (see "MP Costs to Enter Friendly-Occupied Hex" chart). Also, loess hexsides untraversed by roads or railroads exert "restricted ZOC" the same as woods hexsides similarly untraversed (see Standard Rules, 2.4). Refer to the "Restricted ZOC Summary of Effects" on the last page of the Standard Rules. All effects listed on that summary apply to restricted ZOC exerted by loess hexes.

Loess hexes have the following special characteristics in combat:

- If an infantry or cavalry unit performing a March action undertakes an attack against an enemy unit occupying a loess hex, a +1 Movement Point penalty applies to the MP cost to undertake that attack (see Standard Rules, 6.1). For example, a Prepared attack carried out by an infantry unit against a loess hex would cost 5 MP, not 4.

- If a leader carries out an Assault action against a defender occupying a loess hex, a +1 die roll modifier (in addition to other modifiers) applies to the command roll in Step 5 of the Assault procedure. If in that Assault action, a leader attempts a Grand Assault, a +1 die roll modifier is also applied in Step 1 of the Grand Assault procedure. Note that in Step 5 of the Assault procedure, only an *unmodified* roll of 6 causes that assault to fail automatically.

- For artillery purposes, units defending in a loess hex use the "Rough/Hill/Loess" line in the Standard Rules Artillery Modifier Summary to determine if an artillery die roll modifier applies to the attacker.

Bluff Hexsides

The *Thunder on the Mississippi* map contains a terrain type known as a "bluff hexside," which has not been featured before in *GCACW* games (see Terrain Effects Chart). Each bluff hexside has a "downhill" side (in which the light brown bluff line-pattern is uneven); and an "uphill" side (in which the bluff line-pattern is smooth). Bluff hexsides have the following effects on play:

- Units performing a March action may never cross a bluff hexside unless that hexside is traversed by a road or ferry.
- Units may not attack across a bluff hexside, and leaders may not initiate an Assault action across a bluff hexside, unless that hexside is traversed by a road or ferry.
- ZOC extend across bluff hexsides normally, even those untraversed by a road or ferry.
- Bluff hexsides, even those untraversed by a road or ferry, have no effect on flank attack bonuses (i.e., treat the situation as if the bluff hexside is not present).
- Units may retreat (including cavalry retreat) or rout across bluff hexsides, even those untraversed by a road or ferry, with no penalty. (**Exception**: When executing a retreat/rout, a player may consider a bluff hexside that is untraversed by a road or ferry as impassable if he wishes; see Standard Rules 7.6.) Units may advance after combat across a bluff hexside only if that hexside is traversed by a road or ferry.
- If a unit attacks across a bluff hexside traversed by a road or ferry (the only means by which an attack across a bluff hexside may occur), and that attack is directed against an enemy unit occupying a hex on the "uphill" side of the hexside, the defender adds 2 to his combat die roll in addition to other modifiers. If the attack is carried out against an enemy unit on the "downhill" side of the hexside, no special die roll modifier applies to the defender.

Loess and Bluff example: In the image shown here, W1810 is a Loess hex with a bluff on its left hexside. W1810 is the uphill side of the bluff and W1811 is the downhill side.

3.0 Sequence Of Play

Several Basic Game scenarios have victory conditions in which players gain Victory Points at the end of the game. These VP are calculated in the Turn Indication Phase on the last turn of the game.

4.1 Initiative Segment

If both players roll the same number during an Action Phase's Initiative Segment, the player gaining initiative is determined as follows:

- The Union player wins initiative on dice rolls of double 1s, 2s, and 3s.
- The Confederate player wins initiative on dice rolls of double 4s, 5s, and 6s.

5.1 March

Union Extended March Table Modifiers

All Union infantry units use the +1 die roll modifier for "Other Union Units" on the Extended March Table. All Union cavalry units use the +0 die roll modifier for "Late and Early War Cavalry" on the table.

5.5 Entrenchment

The *GCACW* Standard Rules specify that in 1863 scenarios, players may wish to use the optional rule allowing units to perform Entrenchment actions during the Action Cycle. However, in *Thunder on the Mississippi*, Entrenchment actions during the Action Cycle are prohibited in all scenarios, including the Advanced Game. Units may still entrench normally during the Recovery Phase unless scenario special rules do not allow it.

7.6 Retreat Restrictions

In all scenarios, Confederate units may retreat into hypothetical off-map hexes with no additional combat/retreat loss or destruction. This includes cavalry retreats. (**Exception**: Units may not retreat off-map across a minor or major river hexside unless that hexside is traversed by a bridge, ferry, or ford. In a Rain turn, it may not retreat off-map across a ford or a creek hexside untraversed by a road.) As soon as a Confederate unit retreats into a hypothetical off-map hex, its retreat is ended. An off-map retreat is considered a "Priority Number 1" retreat. However, the Confederate player is never obligated to retreat off-map; if he wishes to have a unit end its retreat on the map, he may conduct that retreat using a higher retreat priority number. Hypothetical off-map hexes, whether Confederate units may retreat into them or not, affect both players' flank attacks as described in *GCACW* Standard Rules, 7.4, "Flank Attacks." Example: A Confederate unit may not retreat off-map from hex E4615 because of the impassable Pearl River hexside, but it may retreat off-map without loss from hex E2712 (Jackson), regardless of the presence of Union units in any adjacent hex, due to the bridge traversing the Pearl River from that hex. Note that if a unit occupying Jackson is attacked, the hypothetical hex connected to Jackson by the bridge is considered "covered" for flank attack purposes if a unit in Jackson is attacked.

If Confederate military units retreat off-map, they are immediately removed from play for the rest of the scenario. (**Exception**: See Advanced Game, 18.1.) If a leader retreats off-map, it is immediately placed on the nearest subordinate unit on the map. However, if a leader has no subordinate unit remaining on the map, the leader is permanently removed from the scenario.

9.0 Entrenchments

Several forts and redoubts are printed on the map. For example, hex W2413 (Stockade Redan) is a fort hex; hex W3117 (Warrenton) is a redoubt hex. Forts and redoubts only benefit the Confederate player. Do not confuse Confederate fort hexes (also called permanent forts) printed on the map with Fort entrenchment markers that may be placed on units as they entrench.

Effects of Confederate Redoubts

For the effects of redoubts see *GCACW* Standard Rule 9.0, "Redoubts" subsection. If a Confederate permanent fort is destroyed, it is considered a Confederate redoubt for the rest of the game (see Advanced Game, 8.0).

Effects of Confederate Forts

Union attacks against Confederate permanent forts are subject to special rules (see Advanced Game, 8.0). Confederate forts come into play only in Basic Game Scenario 9 and Advanced Game Scenario 12.

10.1 Pontoon Bridges

The Union player is limited to *four Minor River and three Major River bridge markers*. The Confederate player is limited to *four Minor River and two Major River bridge markers*.

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In *Thunder on the Mississippi*, both players may build pontoon bridges using an infantry unit with a Combat value of 3 (not 5, as in some earlier games) or more. A pontoon bridge may not be built if one of the two hexes to be connected by the bridge contains an enemy unit (or units) with a combined Combat value of 3 (not 5) or more.

Union Pontoon Construction in the Action Cycle

In addition to building pontoon bridges in the Recovery Phase, the Union player is permitted to make up to *two* special attempts to build Minor/Major River pontoon bridges during the Action Cycle (i.e., two total, not two of each type). These Action Cycle bridge-building attempts are resolved the same way as pontoon bridge construction in the Recovery Phase (see Standard Rules, 10.1), with the following special rules:

- If the Union player holds initiative in an Activation Segment and attempts to build a pontoon bridge, he selects a single infantry unit with a Combat value of 3 or more and a Fatigue Level of 0. This bridge-building attempt is a special action, which is neither a March nor an Activate Leader action.
- The selected unit gains *two* Fatigue Levels. An extended march does not occur due to a bridge-building attempt. After its Fatigue Level gain, the bridge-building attempt is resolved normally.
- If the unit succeeds in building a pontoon bridge, it may not advance across the bridge into the adjacent hex as part of this special action. It may advance across the bridge later in the Action Cycle, assuming the bridge is not destroyed by the Confederate player.
- A maximum of one bridge-building attempt may be made per hex in an Action Cycle. A second bridge-building attempt may be made from a different hex, although no more than two attempts may be made per Action Cycle.
- If the Union player attempted to build a pontoon bridge from a particular hex in an Action Cycle, he may not attempt to build a bridge from that same hex in the Recovery Phase.

Construction Die Roll Modifiers

In all Union attempts to build a pontoon bridge, in either the Recovery Phase or the Action Cycle, the Union player applies a special -1 die roll modifier (in addition to other modifiers) *to the construction die roll*. This -1 modifier applies in all scenarios, including the Advanced Game.

10.2 Destroying Bridges and Ferries

In *Thunder on the Mississippi*, both players may destroy enemy pontoon bridges, or attempt to destroy permanent bridges, by using an infantry unit with a Combat value of 3 (not 5, as in some earlier games) or more. Rules for destroying ferries are unchanged from the *GCACW* Standard Rules.

10.3 Repairing Permanent Bridges and Ferries

In *Thunder on the Mississippi*, players may attempt to repair permanent bridges and ferries by using an infantry unit with a Combat value of 3 (not 5, as in some earlier games) or more. Similarly, a player may prevent an opponent's attempt to repair permanent bridges and ferries if one of the hexes connected by the bridge/ferry contains one or more of his units with a combined Combat value of 3 (not 5) or more.

Repair Die Roll Modifiers

If the Union player attempts to repair a permanent bridge (*not* a ferry), *he applies a special -1 die roll modifier* (in addition to other modifiers) *to the repair die roll*. This -1 modifier applies in all scenarios, including the Advanced Game.

13.0 Scenarios And Control Markers

Some scenarios specify which side controls certain objective hexes at the start of the game and the Victory Points awarded for control of an objective hex. Players may wish to place Union or Confederate Control markers on objective hexes to denote which side controls them. A player gains control of an enemy-controlled objective hex at the moment one of his *undemoralized* infantry (not cavalry) units enters that hex. A player maintains control of an objective hex even if he does not have an infantry unit occupying it, assuming the enemy does not gain control of that hex. If a player's infantry unit has its "Demoralize-1" marker removed while it occupies an enemy-controlled objective hex, the player immediately gains control of that hex.

Some scenarios specify that VP are awarded for *occupation* by infantry (and cavalry in some scenarios) of certain objective hexes. Players should note when Victory Conditions require occupation as opposed to control of an objective hex.

Basic Game Scenarios

There are eleven Basic Game scenarios of varying degrees of length and complexity. Unless otherwise noted, all units begin or enter the game with their front (normal) sides face up at Fatigue Level 0 with organized Strength markers. Before starting, place the Turn marker on the Turn Track in the box corresponding to the date on which the scenario begins. This is Turn 1. At the end of the game, calculate VP and determine a winner. Since combat losses cause VP gain or loss, the players must keep track of Manpower value losses on the Victory Point/Manpower Loss Track, using Union and Confederate Manpower Loss markers. It is suggested that they also keep track of losses on a piece of paper.

Maps

Some scenarios use both the East and West maps, and some use only one map. Hex numbers on the East and West maps are preceded by the letters "E" and "W," respectively. When joining the two maps together, place the West map over the East map in the overlap area. No cutting of map edges is needed to join the maps together.

Grant's transports running the Vicksburg batteries

Scenario 1: The Battle of Port Gibson

NOTES: Grant's Army of the Tennessee conducted a massive amphibious invasion across the Mississippi River on April 30, 1863, with 22,000 men, landing at Bruinsburg and marching most of the night until contact was made with a Confederate outpost at Shaifer House. The Confederates knew that holding Port Gibson was the key to containing Grant's army, so a scattered Confederate force was assembling there. The difficult and unique loess terrain helped the significantly outnumbered Confederates slow down and mitigate the effects of the Union onslaught. However, the 3-to-1 Union manpower advantage eventually caused the Confederates to retreat northward across Bayou Pierre. Losses in the battle were about 875 Union and 787 Confederate.

MAP: Only the West map is used.

GAME LENGTH: 1 turn, May 1, 1863.

SPECIAL RULES:

1. *Start*: Whichever side loses the first Initiative Segment of the game automatically wins the second Initiative Segment without the need for a dice roll. Afterward, initiative is determined normally.
2. *Bowen*: The Confederate leader Bowen may select any Confederate unit(s) to participate in an Activate Leader or Assault action, regardless of command affiliation. Bowen may transfer and attach to any Confederate unit.
3. *1 MO units*: The two Confederate 1 MO regiments may not activate until the Confederate player wins an initiative with a tied dice roll (double-4, -5, or -6) or the Union player passes. On this and any successive Confederate Activation Segment, both these units are released and may activate normally.
4. *Askamalia Ford*: Union units may not move across Askamalia Ford (W5417-W5317).

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+15	If an undemoralized Union unit occupies Ashland (W4921).
+4	If an undemoralized Union unit occupies W5020 and no undemoralized Union unit occupies Ashland (W4921).
+15	If an undemoralized Union unit occupies W5019.
+7	If an undemoralized Union unit occupies Port Gibson (W5119) and no undemoralized Union unit occupies W5019.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
13 and above	Union Decisive Victory
9 to 12	Union Substantive Victory
5 to 8	Union Marginal Victory
1 to 4	Confederate Marginal Victory
-3 to 0	Confederate Substantive Victory
-4 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
1 MO (dmnt)	Regt	BOW	Inf	1#	W4320 (Thompson's Bluff)
Bowen	Div	BOW	Ldr	-	W4622 (Grand Gulf)
Cockrell-A	Brig	BOW	Inf	3	W4622 (Grand Gulf)
Baldwin	Brig	SMI	Inf	4*	W4814 (Grindstone Ford Suspension Bridge)
1 MO	Regt	BOW	Inf	1#	W4923 (Coon Island Lake)
Tracy	Brig	STE	Inf	5%	W5121
Green-A	Brig	BOW	Inf	3	W5421 (Buck)

* Begins game on exhausted side.
% Begins game on exhausted side with disorganized Strength marker. **Historical Note**: Manpower includes 46th Alabama.
# Begins game at Fatigue Level 1 on normal side. Also, is not released at start (see Special Rule 3).

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
McClernand	Corps	XIII	Ldr	-	W5222 (Shaifer)
Osterhaus	Div	XIII	Inf	8*	W5222 (Shaifer)
Carr	Div	XIII	Inf	8*	W5222 (Shaifer)
Hovey-A	Div	XIII	Inf	10*	W5323
AJ Smith-B	Div	XIII	Inf	8*	W5423
McPherson	Corps	XVII	Ldr	-	W5228 (Bruinsburg)
Logan-A	Div	XVII	Inf	8	W5228 (Bruinsburg)

* Begins game on exhausted side.

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Scenario 2: Invasion And Breakout

NOTES: On April 30, 1863, Grant directed five Army of the Tennessee divisions to cross the Mississippi and land at Bruinsburg, with orders to march inland toward Port Gibson. The Confederates raced a scattered force south of Bayou Pierre to contain the Union invasion. In the May 1 Battle of Port Gibson, the Rebels slowed their opponents' advance for a day, but were eventually overwhelmed by superior Union manpower and retreated north across Bayou Pierre. The Confederates destroyed all three vital bridges in the region, but on May 2 Union troops hastily constructed a pontoon bridge across Little Bayou Pierre at Port Gibson. This enabled the Union army to dash ahead as far as the Grindstone Ford Suspension Bridge across Bayou Pierre. Confederate troops unsuccessfully attempted to destroy the bridge, and Grant's men crossed the river early on May 3. Confederate reinforcements had already moved to the threatened area from the north to contain the Union breakout, but they were unable to stop Grant's push toward Willows. Confederate leaders knew their small army was in danger of being trapped, so on May 3 they abandoned the key port of Grand Gulf and escaped across the Big Black River at Hankinson's Bridge. Union troops prevented the destruction of that bridge, crossing the Big Black to secure a small bridgehead. Simultaneously, Grant ordered a force to march eastward to secure the key road junction at Rocky Springs, setting the stage for his grand offensive that would change the course of the Civil War.

MAP: Only the West map is used.

GAME LENGTH: 5 turns, April 30 - May 4, 1863.

SPECIAL RULES:

1. *Turn 1*: The following is in effect on Turn 1 only:
   - The Leader Transfer Phase is skipped. The Confederate player automatically wins the first three initiatives without the need for dice rolls. Afterward, initiative is determined normally.
   - All units on both sides that are allowed to move on Turn 1 get a +1 MP bonus added to their Movement Allowance.
   - Union units may not move into hex W5225 (Windsor Indian Mounds), although they may retreat into this hex. If a Confederate unit moves into W5225 then all restrictions on it are immediately removed.
   - McPherson and Logan may not activate on Turn 1.
2. *Union Extended March*: Union units receive a special -1 extended march die roll modifier. For example, if a Union infantry unit on its normal side with an organized Strength marker activates and reaches Fatigue Level 3, this -1 special modifier, combined with the standard +1 for "Other Union units" on the Extended March Table, indicates that the unit would become disorganized only with a die roll of 6.
3. *Command Paralysis*: The Advanced Game random event "Confederate Command Paralysis" (see Advanced Game, 2.0) may occur on Turns 3, 4, and 5. At the start of each of those turns, the Confederate player rolls a die: A roll of 1 or 2 indicates "No Effect"; a roll of 3 or more means that Command Paralysis applies in the current turn, with all effects as listed in the Advanced Game, 2.0.
4. *Confederate Leaders*: In an Activate Leader or Assault action, the Confederate leaders Bowen and Loring may select any Confederate unit(s) at a Fatigue Level of 3 or less to participate in that action, regardless of command affiliation. Bowen and Loring may transfer and attach to any Confederate unit.
5. *Confederate Movement Restrictions*: As indicated in set-up instructions, some Confederate units and leaders may not activate on Turns 1 and 2. At the moment a Union unit marches or attacks across a Bayou Pierre or Little Bayou Pierre hexside, all these Confederate units/leaders with the exception of Reynolds' brigade achieve "Early Release" and may be activated freely for the rest of the scenario.
6. *Union Reinforcements*: Union reinforcements may be placed in either Bruinsburg (W5228) or Rodney (W5830) on Turn 2, or on any turn afterward. If the Union player holds initiative in an Activation Segment, he may place a single reinforcement on the map on its normal side with an organized Strength marker, *at Fatigue Level 1*. This ends the Activation Segment, and a new Action Phase begins. The placement hex may not be Confederate-occupied, but it may be in a Confederate ZOC.
7. *Grant*: The Union player may not conduct Grand Assaults on Turns 1 and 2.
8. *Union Pontoons*: The Union player may not build pontoon bridges on Turns 1 and 2.
9. *Entrenching*: Units may not entrench.
10. *Control*: The Confederate player controls all Victory Point sites at the start of the game.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+4	If an undemoralized Union infantry unit *occupies* Rocky Springs (W4210).
+6	If an undemoralized Union infantry unit *occupies* W3915.
+3	If an undemoralized Union unit *occupies* Hankinson's Bridge (W4014) and no undemoralized Union unit occupies W3915.
+8	If the Union *controls* Willows (W4614).
+6	If the Union player *controls* either Grand Gulf (W4622) *or* Ingleside (W4619). If the Union player controls both sites, the VP award is only 6.
+6	If the Union player *controls* either Grand Gulf (W4622) *or* Ingleside (W4619) *at the end of Turn 1, 2, or 3*. This is a bonus that can be awarded in addition to the 6 VP for Union control of either of these objectives at the end of the scenario. The maximum bonus for this victory condition is 6 VP per game, even if the Union player controls one or both sites at the end of multiple turns.
+6	If an undemoralized Union infantry unit *occupies* Port Gibson (W5119).
+6	If an undemoralized Union infantry unit *occupies* Port Gibson (W5119) *at the end of Turn 1 or 2*. This is a bonus that can be awarded in addition to the 6 VP for Union control of Port Gibson at the end of the scenario. The maximum bonus for this victory condition is 6 VP per game, even if the Union player controls Port Gibson at the end of both turns.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
38 and above	Union Decisive Victory
32 to 37	Union Substantive Victory
26 to 31	Union Marginal Victory
20 to 25	Confederate Marginal Victory
14 to 19	Confederate Substantive Victory
13 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Loring-A	Div	L	Ldr	-*	W2405 (Spear)
Tilghman-A	Brig	L	Inf	2*	W2405 (Spear)
AW Reynolds	Brig	STE	Inf	5^	W3117 (Warrenton)
Baldwin	Brig	SMI	Inf	4	W3317
Tracy	Brig	STE	Inf	5	W4014 (Hankinson's Bridge)
1 MO (dmnt)	Regt	BOW	Inf	1*	W4320 (Thompson's Bluff)
Bowen	Div	BOW	Ldr	-*	W4622 (Grand Gulf)
Cockrell-A	Brig	BOW	Inf	3*	W4622 (Grand Gulf)
2 MO	Regt	BOW	Inf	2$!	W4622 (Grand Gulf)
1 MO	Regt	BOW	Inf	1*	W4923 (Coon Island Lake)
Green-A	Brig	BOW	Inf	3	W5119 (Port Gibson)

* May not activate on Turn 1. **Exception**: May be eligible for "Early Release"; see Special Rule 5.
^ May not activate on Turn 1 and starts Turn 2 at Fatigue Level 1 on normal side.
! May not activate on Turns 1 and 2. **Exception**: May be eligible for "Early Release"; see Special Rule 5.
$ Begins game under Fort-Complete marker.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Grant	Army	AT	Ldr	-	W5228 (Bruinsburg)
McClernand	Corps	XIII	Ldr	-	W5228 (Bruinsburg)
Osterhaus	Div	XIII	Inf	8#	W5228 (Bruinsburg)
Carr	Div	XIII	Inf	8#	W5228 (Bruinsburg)
Hovey-A	Div	XIII	Inf	10#	W5228 (Bruinsburg)
AJ Smith-B	Div	XIII	Inf	8#	W5228 (Bruinsburg)
McPherson	Corps	XVII	Ldr	-@	W5228 (Bruinsburg)
Logan-A	Div	XVII	Inf	8@	W5228 (Bruinsburg)
Dennis	Brig	XVII	Inf	4^	Reinforcement Turn 2
Crocker	Div	XVII	Inf	10^	Reinforcement Turn 2

\# Begins game at Fatigue Level 1 on normal side.
@ May not activate on Turn 1.
^ Reinforcements on Turn 2; see Special Rule 6.

The Union advance on Port Gibson

Attack on Grand Gulf

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Scenario 3: Unite Your Troops

NOTES: On May 1, 1863, Johnston ordered Pemberton to "unite all your troops to beat him [Grant]." Grant still had four divisions on the west side of the Mississippi River, and therefore Pemberton still had to defend the Mississippi-Yazoo line from Haynes Bluff to Warrenton. But if Pemberton had responded much more forcefully after learning of the enemy landing at Bruinsburg, he could have transferred more troops south than just the single brigade and two regiments he sent to Bowen and Loring as reinforcements after Port Gibson fell. This is a speculative scenario, assuming Pemberton had furnished Bowen and Loring additional men to hold the Bayou Pierre line more effectively. In that event, the decisive battle of the campaign would in all likelihood have been fought south of the Big Black River to deny the Union army room for maneuver and to retain Confederate possession of the key supply base at Grand Gulf.

MAP: Only the West map is used.

GAME LENGTH: 4 turns, May 3 - May 6, 1863.

SPECIAL RULES:

1. *Turn 1*: On Turn 1 the Union player automatically wins the first initiative without the need for a dice roll. Afterward, initiative is determined normally.
2. *Confederate Leaders*: The Confederate leaders Bowen and Loring may select any Confederate unit(s) to participate in an Activate Leader or Assault action, regardless of command affiliation, *up to a limit of four units per action*. Bowen and Loring may transfer and attach to any Confederate unit. The leader Stevenson may only select units in his division in an Activate Leader or Assault action.
3. *Bridges and Ferries*: Place Destroyed Bridge markers on hexsides W5119-W5019 and W5020-W4921, and a Destroyed Ferry marker on hexside W4919-W4818. Place a Major River Union Bridge marker on hexside W5119-W5019.
4. *Control*: The Confederate player controls all Victory Point sites at the start of the game.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+8	If an undemoralized Union unit *occupies* Rocky Springs (W4210).
+8	If an undemoralized Union unit *occupies* W3915.
+4	If an undemoralized Union unit *occupies* Hankinson's Bridge (W4014) and no undemoralized Union unit occupies W3915.
+8	If the Union *controls* Willows (W4614).
+6	If the Union *controls* Grand Gulf (W4622).
+4	If an undemoralized Union unit *occupies* W4621 and the Union does not control Grand Gulf (W4622).
+2	At the end of *each turn* in which the Union player *controls* Grand Gulf (W4622). This is a bonus that can be awarded in addition to the 6 VP for Union control of Grand Gulf at the end of the game. For example, if the Union player controls Grand Gulf at the end of Turn 3 and maintains control at the end of Turn 4, he gains 4 bonus VP (2 for each turn). These 4 VP are in addition to the 6 VP for control of Grand Gulf at the end of the game.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
21 and above	Union Decisive Victory
16 to 20	Union Substantive Victory
11 to 15	Union Marginal Victory
6 to 10	Confederate Marginal Victory
1 to 5	Confederate Substantive Victory
0 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
1 MO (dmnt)	Regt	BOW	Inf	1*	W4118
Pemberton	Army	AM	Ldr	-	W3915
Stevenson	Div	STE	Ldr	-	W3915
Barton	Brig	STE	Inf	5	W3915
Taylor	Brig	STE	Inf	5	W3915
Loring-A	Div	L	Ldr	-	W4614 (Willows)
Tilghman-A	Brig	L	Inf	3	W4614 (Willows)
AW Reynolds	Brig	STE	Inf	5	W4614 (Willows)
Lee	Brig	STE	Inf	4	W4921 (Ashland)
Baldwin	Brig	SMI	Inf	4	W4921 (Ashland)
Cockrell-A	Brig	BOW	Inf	3	W4921 (Ashland)
Green-A	Brig	BOW	Inf	3	W4921 (Ashland)
Bowen	Div	BOW	Ldr	-	W4622 (Grand Gulf)
2 MO	Regt	BOW	Inf	2*	W4622 (Grand Gulf)

* Begins game under Fort-Complete marker.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Grant	Army	AT	Ldr	-	W4814 (Grindstone Ford Suspension Bridge)
McPherson	Corps	XVII	Ldr	-	W4814 (Grindstone Ford Suspension Bridge)
Logan-B	Div	XVII	Inf	12	W4814 (Grindstone Ford Suspension Bridge)
Crocker	Div	XVII	Inf	10	W4814 (Grindstone Ford Suspension Bridge)
McClernand	Corps	XIII	Ldr	-	W5119 (Port Gibson)
Osterhaus	Div	XIII	Inf	8	W5119 (Port Gibson)
Carr	Div	XIII	Inf	7	W5119 (Port Gibson)
Hovey-A	Div	XIII	Inf	9	W5119 (Port Gibson)
AJ Smith-A	Div	XIII	Inf	8	W5119 (Port Gibson)

Logan's division crossing Bayou Pierre

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Scenario 4: Yankee Blitzkrieg

NOTES: The Union army's firm foothold east of the Mississippi triggered the second stage of Grant's ambitious scheme to capture Vicksburg. Grant pondered several strategic options: He could strike directly at Vicksburg; he could strive to cut the railroad between Vicksburg and Jackson; or he could push eastward to seize Jackson before the enemy could reinforce it. On May 10, Grant chose the second option, ordering his three corps to march northeastward to gain a position on the rail line somewhere between Clinton and Edwards before Pemberton's army could react. When McPherson's XVII Corps defeated Gregg's Rebel brigade at Raymond on May 12, Grant realized that only meager Rebel forces defended Jackson, and he concluded that he could not only cut the railroad, but seize Jackson itself. He therefore ordered Sherman's XV Corps to support a rapid movement by McPherson against Mississippi's capital city. From the Confederate perspective, Pemberton guessed accurately that Grant would strike for the Vicksburg – Jackson railroad. However, he made the erroneous assumption that the Union army was burdened by logistical difficulties and failed to foresee that Grant could strike with such remarkable rapidity toward Jackson. The consequences were fatal to Pemberton's hope to turn back Grant's effort to capture Vicksburg.

MAP: Both the East and West maps are used.

GAME LENGTH: 5 turns, May 10 - May 14, 1863.

SPECIAL RULES:

1. *Turn 1*: The following is in effect on Turn 1 only:
   - On Turn 1, the Confederate player subtracts 2 from all Activate Leader and infantry (not cavalry) March action die rolls. Notes: The Confederate player's normal Activate Leader and March action die roll bonuses still apply. The minimum Movement Allowance for all Confederate infantry units on Turn 1 is 2.
   - On Turn 1, neither player's units may force march.
2. *Random Events*: At the start of each turn beginning with Turn 2, either player rolls a die and consults the Random Events Table (below).

Random Events Table

Die Roll	Result
1	Rain*
2	Heat
3	Confederate Movement Paralysis+
4	Accelerated Confederate Reinforcements
5	Delayed Confederate Reinforcements
6	Union Water Crisis*

* If a Rain result has already occurred in the scenario, the result is "No Effect."

\+ Confederate Movement Paralysis is converted to "No Effect" if at the moment the random events die roll takes place, an undemoralized Union infantry unit occupies any of the following hexes: Bolton (E2425), Clinton (E2418), Edwards (E2533), Smith (W2504), Negro Quarters (W2505), Big Black Bridge (W2404), or any hex adjacent to Edwards.

Explanation of Results:

Rain: Rain effects (see Standard Rules, 12.0) apply throughout the current turn.

Heat: One is added to both players' extended march die rolls throughout the current turn.

Confederate Movement Paralysis: See Advanced Game, 2.0, for Confederate Movement Paralysis effects.

Accelerated Confederate Reinforcements: The Confederate player subtracts 1 from his Reinforcement die roll in the current turn (see Special Rule 3).

Delayed Confederate Reinforcements: The Confederate player adds 1 to his Reinforcement die roll in the current turn (see Special Rule 3).

Union Water Crisis: At the start of the Turn Indication Phase of the current turn, each Union infantry unit that does not occupy a hex containing at least one creek, minor river, or major river hexside is flipped to its disorganized side. If it is already disorganized, its Manpower value is reduced by 1. **Exception**: Union units occupying Edwards (E2533), Clinton (E2418), or Crystal Springs (E4920) are exempt from this penalty. These losses do not count for Victory Point purposes.

3. *Confederate Reinforcements*: Starting on Turn 2 and on every turn thereafter, immediately after random events are determined, the Confederate player rolls one die to determine if he receives reinforcements. **Exception**: If a Union infantry unit occupies Jackson (E2712), or has occupied it at an earlier point in the scenario, the Confederate player does not roll for reinforcements for the rest of the game. If the modified die roll is *3 or less*, a single reinforcing infantry brigade arrives; if the modified die roll is *4 or more*, no reinforcement is received. (This die roll may be modified by the Accelerated or Delayed Confederate Reinforcements random event; see above.) Reinforcing infantry brigades must be taken in the following order, a maximum of one per turn:
   1. Walker
   2. Colquitt
   3. Maxey*
   4. Evans

   * If the Union player has received VP for occupying Crystal Springs (E4920) at an earlier point in the scenario (see Victory Conditions), the Confederate player may not receive Maxey's brigade as a reinforcement. In this event, if Maxey becomes available due to a reinforcement die roll, that result is converted to "No Effect" that turn. If the Confederate player receives a reinforcement in a later turn, it must be Evans' brigade.

   If a reinforcement is made available, the Confederate player places it at Fatigue Level 0 on its normal side with an organized Strength marker in Jackson (E2712). The unit may activate in the turn of its arrival.
4. *Confederate Movement Restrictions*: The units Gregg, Vaughn, and 14 MS may not be activated until Turn 3. A unit is released from this restriction at the moment a Union unit enters a hex adjacent to that unit.
5. *Union Movement Restrictions*: No Union unit may enter a hex in Warren County. **Exception**: A Union unit may retreat or rout into Warren County, but if it does so, it is removed from the map and may no longer be used in the scenario. Other than Union Manpower value loss triggered by the retreat/rout, its removal does not cause the Union player to lose VP.
6. *Bridges and Ferries*: Place a Destroyed Bridge marker on hexside W3915-W4014. Place Destroyed Ferry markers on hexsides W4118-W4218, W3913-W4013, and W3709-W3808.
7. *Entrenching*: Neither player's units may entrench on Turns 1 and 2. **Exception**: Gregg's Confederate brigade may not entrench on Turns 1, 2, and 3.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+12	If an undemoralized Union infantry unit *occupies* Edwards (E2533), Negro Quarters (W2505), or Big Black Bridge (W2404). The maximum VP award for this accomplishment is 12, even if Union units occupy more than one site.
+8	If an undemoralized Union infantry unit has *occupied* Bolton (E2425) and/or Clinton (E2418) in the Turn Indication Phase of any turn. The maximum VP award for this accomplishment in the game is 8, regardless of how many times Union units fulfill this requirement—even if they occupy both Bolton *and* Clinton.
+5	If an undemoralized Union infantry unit has *occupied* Jackson (E2712) in the Turn Indication Phase of any turn. The maximum VP award for this accomplishment in the game is 5, even if Union units fulfill this requirement more than once.
+4	If an undemoralized Union infantry unit has entered Raymond (E3023) at any time during Turns 1, 2, or 3. The maximum VP award for this accomplishment in the game is 4, even if a Union enters Raymond more than once. These VP may never be awarded on Turns 4 or 5.
+2	If an undemoralized Union infantry or cavalry unit with a Combat value of 1 or more has *occupied* Crystal Springs (E4920) in the Turn Indication Phase of any turn. The maximum VP award for this accomplishment in the game is 2, even if Union units fulfill this requirement more than once.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
30 and above	Union Decisive Victory
23 to 29	Union Substantive Victory
16 to 22	Union Marginal Victory
9 to 15	Confederate Marginal Victory
3 to 8	Confederate Substantive Victory
2 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Pemberton	Army	AM	Ldr	-	W2406 (Bovina)
Bowen	Div	BOW	Ldr	-	W2406 (Bovina)
Cockrell-A	Brig	BOW	Inf	6	W2406 (Bovina)
Green-A	Brig	BOW	Inf	4	W2404 (Big Black Bridge)
Tilghman-A	Brig	L	Inf	3	W3107
20 MS	Regt	-	Cav	1	W3915
Vaughn	Brig	SMI	Inf	3*	W2510 (Mt. Alban)
Loring-A	Div	L	Ldr	-	W2909 (Hubbard)
Featherston-A	Brig	L	Inf	6	W2909 (Hubbard)
Buford-A	Brig	L	Inf	6	W2909 (Hubbard)
Stevenson	Div	STE	Ldr	-	W3113 (Gibson)
Barton	Brig	STE	Inf	6	W3113 (Gibson)
Cumming	Brig	STE	Inf	6	W3113 (Gibson)
AW Reynolds	Brig	STE	Inf	5	W3113 (Gibson)
Lee	Brig	STE	Inf	5	W3113 (Gibson)
1 MS	Regt	-	Cav	1	E2533 (Edwards)
Gregg-A	Brig	-	Inf	6*	E3023 (Raymond)
3 KY	Regt	-	Cav	1	E2712 (Jackson)
14 MS	Regt	-	Inf	1*	E2712 (Jackson)
Walker-A	Brig	-	Inf	3	Reinforcement
Colquitt	Brig	W	Inf	2	Reinforcement
Maxey-A	Brig	-	Inf	6	Reinforcement
Evans-A	Brig	-	Inf	5	Reinforcement

* Indicated units may not activate until Turn 3.

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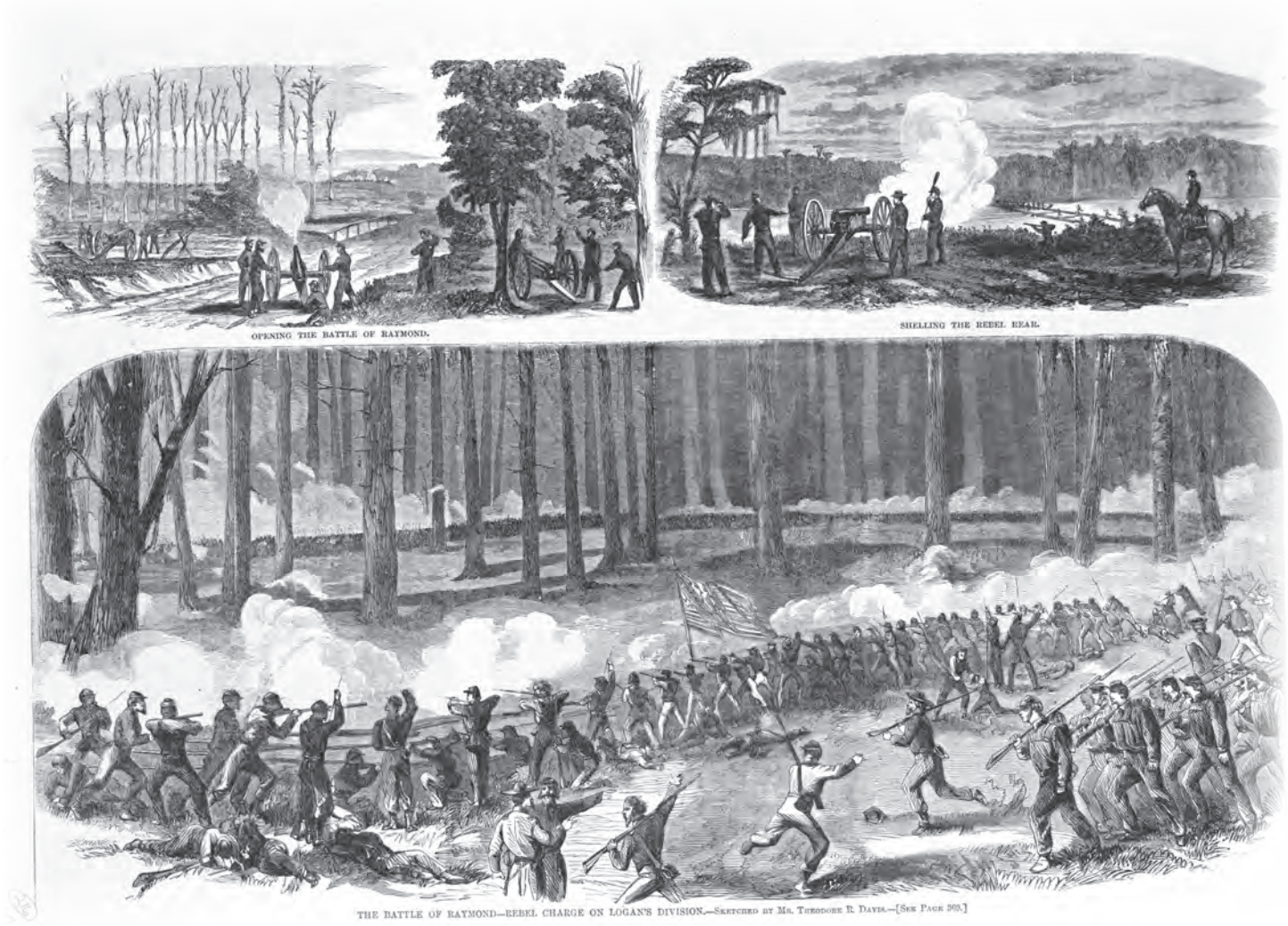
Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Grant	Army	AT	Ldr	-	W4109
Sherman	Corps	XV	Ldr	-	W4109
Steele	Div	XV	Inf	11	W4109
Tuttle	Div	XV	Inf	11	W4210 (Rocky Springs)
McClernand	Corps	XIII	Ldr	-	W4008
Osterhaus	Div	XIII	Inf	8	W4008
Carr	Div	XIII	Inf	7	W4008
Hovey-A	Div	XIII	Inf	9	W4008
AJ Smith-A	Div	XIII	Inf	8	W4008
McPherson	Corps	XVII	Ldr	-	W4005 (Meyer)
Logan-B	Div	XVII	Inf	12	W4005 (Meyer)
Crocker	Div	XVII	Inf	10	W4106
4 IO	Regt	-	Cav	1	W4614 (Willows)
6 MO	Regt	-	Cav	1	W4101 (Utica)



The Battle of Raymond

Scenario 5: Loring's Memorandum

NOTES: On May 9, 1863, Maj. Gen. William Loring penned a memorandum to Pemberton, suggesting a two-division Confederate offensive across the Big Black River at Baldwin's and Hall's Ferries, while Bowen's division near Edwards and troops from Jackson enveloped the enemy from the north. Although Pemberton ignored this communication, Loring's scheme was viable, especially if augmented by more brigades from the Vicksburg defenses, and would have threatened Grant's line of communication to Grand Gulf. This is a speculative scenario in which Union units start in their historical May 12 positions, but most Confederate units have been deployed forward to what would have been their jump-off locations for the proposed offensive.

MAPS: Both maps are used.

GAME LENGTH: 4 turns, May 12 - May 15, 1863.

SPECIAL RULES:

1. *Turn 1*: On Turn 1 the Leader Transfer Phase is skipped, and the Confederate player automatically wins the first two initiatives without the need for a dice roll. Afterward, initiative is determined normally. In these two Activation Segments, the Confederate player must conduct one Activate Leader Action for Loring and one for Stevenson, in any order. (Neither leader may be activated twice in the two initial Activation Segments.) In these first two Activation Segments, movement die rolls of 1 or 2 are converted to a 3.
2. *Moore and Baldwin*: For *all* game purposes, Moore is considered part of Stevenson's division, and Baldwin is considered part of Loring's division.
3. *Blair and Ransom*: Blair and Ransom are awarded a special +1 movement bonus in each March action they perform during the game. (If they march as part of an Activate Leader action, they only receive the normal Union +1 leader movement bonus.) However, they may not force march.
4. *Bridges and Ferries*: Place a Destroyed Bridge marker on hexside W3915-W4014. Place Destroyed Ferry markers on hexsides W4118-W4218, W3913-W4013, and W3709-W3808.
5. *Confederate Ferry Repair, Turns 2, 3, and 4*: All Confederate attempts to repair ferries on Turn 2 receive special die roll modifiers of -1 in addition to other repair modifiers. All Confederate attempts to repair ferries on Turns 3 and 4 receive special die roll modifiers of -2 in addition to other repair modifiers.

Victory Conditions

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+12	If an undemoralized Union infantry unit occupies Edwards (E2533), Negro Quarters (W2505), or Big Black Bridge (W2404) at the end of the game. The maximum VP award for this accomplishment is 12, even if Union units occupy more than one site.
+8	If an undemoralized Union infantry unit has occupied Bolton (E2425) and/or Clinton (E2418) in the Turn Indication Phase of any one turn. The maximum VP award for this accomplishment in the scenario is 8, regardless of how many times Union units fulfill this requirement—and even if they occupy both Bolton *and* Clinton.
+5	If an undemoralized Union infantry unit has occupied Jackson (E2712) in the Turn Indication Phase of any turn. The maximum VP award for this accomplishment in the scenario is 5, even if Union units fulfill this requirement more than once.
+4	If an undemoralized Union infantry unit has occupied Raymond (E3023) in the Turn Indication Phase of any turn. The maximum VP award for this accomplishment in the scenario is 4, even if Union units fulfill this requirement more than once.
+2	If the Union unit Blair occupies any of the following hexes in the Turn Indication Phase of any one turn: Auburn (E3433), New Auburn (E3332), or Raymond (E3023). The maximum VP award for this accomplishment in the scenario is 2 even if Blair fulfills this requirement more than once. **Historical note**: Blair was convoying a wagon train.
-2	For each Turn Indication Phase in which an undemoralized Confederate infantry unit has occupied either Crossroads (W3807) or Cayuga (W3705). While these VP can be gained each turn, the maximum VP per turn is -2, even if both hexes are occupied by undemoralized Confederate infantry units. Exceptions: For Crossroads to qualify for these VP, either Fisher Ferry (W3709-W3808) must not be destroyed, or a Confederate pontoon bridge must be in place across the Fisher Ferry hexside. For Cayuga to qualify for these VP, either Hall's Ferry (W3406-W3407) must not be destroyed, or a Confederate pontoon bridge must be in place across the Hall's Ferry hexside.
-2	For each Turn Indication Phase in which an undemoralized Confederate infantry unit occupies either Auburn (E3433) or New Auburn (E3332). While these VP can be gained each turn, the maximum VP per turn is -2 even if both hexes are occupied by undemoralized Confederate infantry units.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner:

Union VP	Winner
15 and above	Union Decisive Victory
11 to 14	Union Substantive Victory
7 to 10	Union Marginal Victory
3 to 6	Confederate Marginal Victory
-1 to 2	Confederate Substantive Victory
-2 or less	Confederate Decisive Victory

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Vaughn	Brig	SMI	Inf	3#	W2404 (Big Black Bridge)
Pemberton	Army	AM	Ldr	-	W2901 (Mt Moriah)
Bowen	Div	BOW	Ldr	-	W2901 (Mt Moriah)
Cockrell-A	Brig	BOW	Inf	6	W2901 (Mt Moriah)
Green-A	Brig	BOW	Inf	4	W2902
Loring-A	Div	L	Ldr	-	W3107

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Confederate Set-Up (cntd)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Featherston-A	Brig	L	Inf	6	W3107
Buford-A	Brig	L	Inf	6	W3107
Tilghman-C	Brig	L	Inf	3	W3107
Baldwin	Brig	SMI	Inf	4	W3108 (Whitaker)
Stevenson	Div	STE	Ldr	-	W3407
Barton	Brig	STE	Inf	6	W3407
Cumming	Brig	STE	Inf	6	W3407
AW Reynolds	Brig	STE	Inf	5	W3407
Lee	Brig	STE	Inf	5	W3407
Moore	Brig	FOR	Inf	5	W3709 (Fisher Ferry)
20 MS	Regt	-	Cav	1	W3915
1 MS	Regt	-	Cav	1	E2631
3 KY	Regt	-	Cav	1	E3023 (Raymond)
Gregg-B	Brig	W	Inf	6	E3023 (Raymond)
Walker	Div	W	Ldr	-	E2712 (Jackson)
Walker-B	Brig	W	Inf	3	E2712 (Jackson)
Colquitt	Brig	W	Inf	2*	E2712 (Jackson)
14 MS	Regt	-	Inf	1#	E2712 (Jackson)
Maxey-B	Brig	W	Inf	6*	E4920 (Crystal Springs)

\# Units may not activate (but may entrench) unless a Union unit moves adjacent, at which point that specific unit is immediately released from this restriction.
* On Turn 1, units may neither activate nor entrench unless a unless a Union unit moves adjacent, at which point that specific unit is immediately released from this restriction. These units have no restrictions on Turn 2, assuming they have not already been released.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
95 OH	Regt	XV	Inf	1	W3206 (Baldwin's Ferry)
49/69 IN	Regt	XIII	Inf	2	E3233
McClernand	Corps	XIII	Ldr	-	W3602
Hovey-A	Div	XIII	Inf	9	W3602
Carr	Div	XIII	Inf	7	W3603
Osterhaus	Div	XIII	Inf	6	W3704
AJ Smith-A	Div	XIII	Inf	8	W3705 (Cayuga)
4 IO	Regt	-	Cav	1	E3433 (Auburn)
Grant	Army	AT	Ldr	-	E3433 (Auburn)
Sherman	Corps	XV	Ldr	-	E3433 (Auburn)
Steele	Div	XV	Inf	11	E3433 (Auburn)
Tuttle	Div	XV	Inf	10	E3433 (Auburn)
Blair-A	Div	XV	Inf	8	W4622 (Grand Gulf)
Ransom	Brig	XVII	Inf	3	W4622 (Grand Gulf)
McPherson	Corps	XVII	Ldr	-	E3829 (Roach)
Logan-B	Div	XVII	Inf	12	E3829 (Roach)
Crocker	Div	XVII	Inf	10	E3829 (Roach)
6 MO	Regt	-	Cav	1^	E3829 (Roach)

^ Begins game on exhausted side at Fatigue Level 1.

Scenario 6: Grant Moves West

NOTES: Grant's seizure of Jackson effectively cut Vicksburg's railroad lifeline to the rest of the Confederacy. Although Union troops were fatigued from two weeks of active operations and several sharp engagements, Grant resolved to finish the job and swiftly move directly against Vicksburg. His army was widely dispersed, and on May 15 he ordered it to concentrate at Bolton, a vital station on the Southern Railroad. From there, he would manage a methodical movement westward toward Vicksburg before the enemy could react. Pemberton's Rebel army was concentrated around Edwards, but had no accurate intelligence of Grant's intentions. Pemberton had several strategic options, from cutting Grant's supply line at Dillon, joining forces with Johnston's army assembling north of Jackson, or to defend in place in the Edwards or Champion Hill area. However, Grant's speedy movement toward Vicksburg seized the strategic initiative, which the Union army held firmly for the rest of the campaign. The stage was set for one of the most decisive battles of the Civil War.

MAPS: Both maps are used.

GAME LENGTH: 3 turns, May 15 - May 17, 1863.

SPECIAL RULES:

1. *Turn 1*: On Turn 1, the following special rules are in effect:
   - The Leader Transfer Phase is skipped.
   - The Confederate player automatically wins the first initiative of the game with no need for a dice roll. In this first action, the minimum die roll for a Confederate March or Activate Leader action is 3 (i.e., die rolls of 1 or 2 are converted to 3). Initiative rolls for the rest of Turn 1 are determined normally.
   - The Confederate player adds 1 to all his extended march die rolls.
   - Neither player's units may cross ford hexsides across major or minor rivers until Turn 2. Note that some permanent bridges across minor rivers are destroyed at the start of the game (see below). A ford is considered to exist over those hexsides (see Standard Rules, 10.2), but those fords are not useable on Turn 1. **Exception**: Units may retreat across fords on Turn 1.
   - Neither player's units may force march.
2. *Union Extended March*: Union units receive a special -1 extended march die roll modifier. For example, if a Union infantry unit on its normal side with an organized Strength marker activates and reaches Fatigue Level 3, this -1 special modifier, combined with the standard +1 for "Other Union units" on the Extended March Table, indicates that the unit would become disorganized only with a die roll of 6.
3. *Union Initiative*: The Union player wins all tied initiative dice rolls on Turns 2 and 3.
4. *Confederate Movement Restrictions*: Baldwin, Vaughn, and Waul TX Leg may not activate until Turn 2.
5. *Union Movement Restrictions*:
   - The leader Sherman and the divisions Steele and Tuttle may not activate until Turn 2.
   - Blair, Smith, Ransom, and Ewing may neither enter nor attack into a hexrow on either map whose first two digits number "29" or less. Each of these units is exempt from this restriction the moment it enters Raymond (E3023).
6. *Blair, Ransom, and Ewing*: Any Union corps leader, regardless of its affiliation, may choose the units Blair, Ransom, and Ewing to participate in an Activate Leader or Assault action.
7. *Bridges & Ferries*: Place Destroyed Bridge markers on hexsides W2902-W3002, W2901-W3001, and W3915-W4014. Place Destroyed Ferry markers on every Ferry on the Big Black River from W4118 to W2302 (inclusive of both).

Victory Conditions

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+7	For every Turn Indication Phase in which an undemoralized Confederate unit occupies Dillon (E3229). **Exception**: These VP are not awarded if at that moment an undemoralized Union unit occupies Edwards (E2533).
+3	For every Turn Indication Phase in which an undemoralized Confederate unit occupies Coker (E2730). **Exception**: These VP are not awarded if at that moment an undemoralized Union unit occupies Iowe Graveyard (E2731).
+3	For every Turn Indication Phase in which an undemoralized Confederate unit occupies Champion Hill (E2529). **Exception**: These VP are not awarded if at that moment an undemoralized Union unit occupies Roberts (E2530).
-7	If an undemoralized Union unit occupies one or more of the following hexes at the end of the game: Edwards (E2533), Big Black Bridge (W2404), or Negro Quarters (W2405). The maximum VP award for this accomplishment is 7, even if Union units occupy more than one site.
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner:

Confederate VP	Winner
22 and above	Confederate Decisive Victory
17 to 21	Confederate Substantive Victory
12 to 16	Confederate Marginal Victory
7 to 11	Union Marginal Victory
2 to 6	Union Substantive Victory
1 or less	Union Decisive Victory

Jackson and Vicinity, May 14-16, 1863

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Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Stevenson	Div	STE	Ldr	-	W2502
Barton	Brig	STE	Inf	6+	W2502
Cumming	Brig	STE	Inf	6+	W2502
Lee	Brig	STE	Inf	5+	W2502
AW Reynolds	Brig	STE	Inf	5+	W2503
Vaughn	Brig	SMI	Inf	3*	W2404 (Big Black Bridge)
Pemberton	Army	AM	Ldr	-	E2631
Loring-A	Div	L	Ldr	-	E2631
Tilghman-C	Brig	L	Inf	3+	E2631
Buford-A	Brig	L	Inf	6+	E2631
Featherston-A	Brig	L	Inf	6+	E2632 (Withers)
Bowen	Div	BOW	Ldr	-	E2533 (Edwards)
Cockrell-B	Brig	BOW	Inf	6+	E2533 (Edwards)
Green-B	Brig	BOW	Inf	4+	E2533 (Edwards)
Baldwin	Brig	SMI	Inf	4*	W2510 (Mt. Alban)
Waul TX Leg	Regt	-	Inf	1*	W3107

\+ Units begin game at Fatigue Level 2 on their normal sides.
* Units may not activate until Turn 2.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sherman	Corps	XV	Ldr	-*	E2713 (Deaf and Dumb Asylum)
Steele	Div	XV	Inf	11*	E2713 (Deaf and Dumb Asylum)
Tuttle	Div	XV	Inf	11*	E2712 (Jackson)
Grant	Army	AT	Ldr	-	E2619
McPherson	Corps	XVII	Ldr	-	E2619
Logan-B	Div	XVII	Inf	12+	E2619
Crocker	Div	XVII	Inf	9+	E2519 (Mississippi College)
Osterhaus	Div	XIII	Inf	6+	E2624
McClernand	Corps	XIII	Ldr	-	E3021
Carr	Div	XIII	Inf	7+	E3021
Hovey-A	Div	XIII	Inf	9+	E2522
Blair-A	Div	XV	Inf	8+	E3228
AJ Smith-A	Div	XIII	Inf	8+	E3229 (Dillon)
Ransom	Brig	XVII	Inf	3+	E3332 (New Auburn)
Ewing	Brig	XV	Inf	3+	W3807 (Crossroads)

* Units may not activate until Turn 2.
\+ Units begin game at Fatigue Level 1.

Scenario 7: Champion Hill

NOTES: On the morning of May 16, the Rebels were concentrated east of Baker's Creek near Champion Hill, ready to move south to cut Grant's supply line. But in early morning, Pemberton received an astonishing message from Johnston that Jackson had fallen two days previously, and Grant's army had begun its westward march toward Vicksburg. Even worse, Pemberton ascertained that the enemy was much closer than he had thought, as Grant's leading columns were spotted just a few miles eastward. Pemberton had no choice now but to fight a battle where his army stood, although he immediately ordered Reynolds' brigade to escort the army's wagon trains out of the area to safety. The opportunity to crush Pemberton's army in the open field caused Grant to issue orders to his three widely dispersed corps to concentrate west of Bolton and to attack before the enemy could prepare a strong defense. One of the most pivotal battles of the Civil War was about to begin.

MAP: Only the East map is used.

GAME LENGTH: 1 turn, May 16, 1863.

SPECIAL RULES:

1. *Leader Transfer*: The Leader Transfer Phase is skipped.
2. *Turn 1*: The Union player automatically wins the first initiative of the game with no need for a dice roll. The minimum die roll for a Union March or Activate Leader action in this action is 2 (i.e., a die roll of 1 is converted to 2). Initiative rolls for the rest of Turn 1 are determined normally.
3. *Confederate Movement Paralysis*: The Advanced Game random event "Confederate Movement Paralysis" (see Advanced Game, 2.0) is in effect throughout the scenario.
4. *Hovey*: Hovey may be selected to participate in an Assault action with either his own corps leader (McClernand) or the corps leader McPherson. However, Hovey may not join in an Activate Leader action with McPherson, nor may McPherson attach to Hovey.
5. *Blair*: Blair may participate in an Activate Leader or Assault action with the leader McClernand or the leader McPherson.
6. *Union Extended March*: The Union player subtracts 1 from all extended march die rolls throughout the game.
7. *Whitaker Ford*: Neither player's units may cross or retreat across Whitaker Ford (E2933-E3032).
8. *Off-Map Retreats*: Units may retreat or rout into hypothetical hexes off the western mapedge without any retreat loss penalties, but units (and any leaders) are immediately removed from play and may not return.

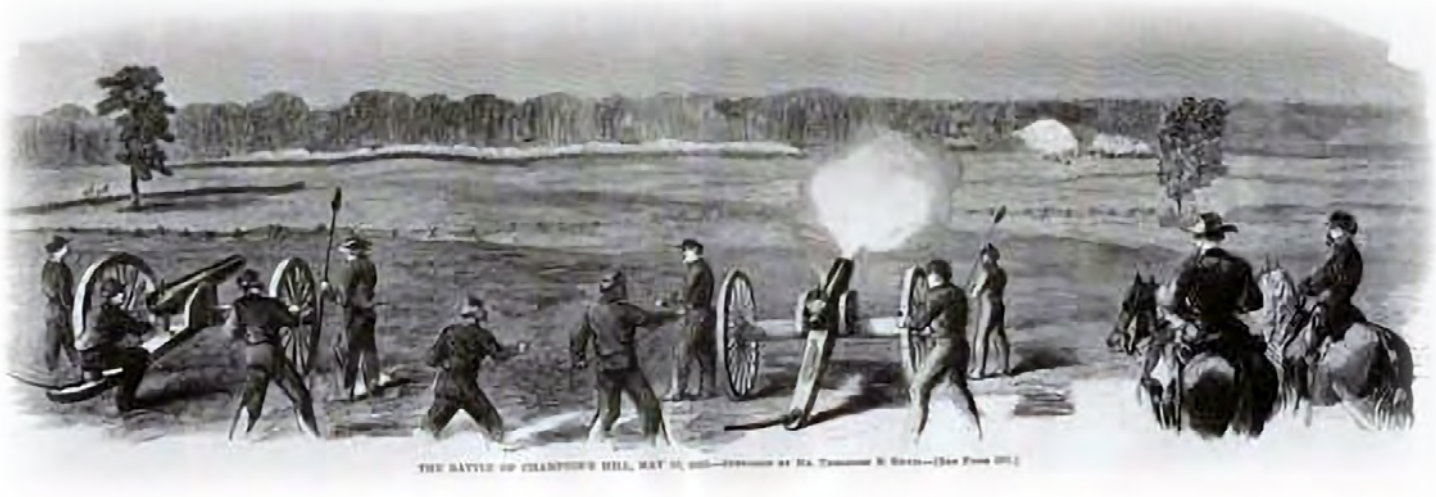
Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+5	If an undemoralized Union unit occupies Champion Hill (E2529).
+4	If an undemoralized Union unit occupies Coker (E2730).
+3	If an undemoralized Union unit occupies E2531.
+3	If an undemoralized Union unit occupies E2631.
+1	For each "R" (rout) result applied to the Confederate player. The maximum VP award is 1 per combat, no matter how many units occupy a defending hex.
-2	If the Confederate brigade Reynolds ends the game on the map in a hex whose first two numbers are "22" or less (e.g., 2230).
-2	For each "R" (rout) result applied to the Union player. The maximum VP loss is 2 per combat, no matter how many units occupy a defending hex.
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march or moving from one enemy ZOC to another). **Exception**: see below.
+1	If Reynolds' Confederate brigade receives a "Disorganized" result during an extended march.
+1	If Reynolds' Confederate brigade loses 1 Manpower value point due to an extended march.
+1	For every retreat ("r") result applied to Reynolds' Confederate brigade, even if the retreat is off the map. This award is also applied in a "Defender's Retreat Option" voluntary retreat.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner:

Union VP	Winner
16 and above	Union Decisive Victory
12 to 15	Union Substantive Victory
7 to 11	Union Marginal Victory
2 to 6	Confederate Marginal Victory
-2 to 1	Confederate Substantive Victory
-3 or less	Confederate Decisive Victory



The Battle of Champion Hill

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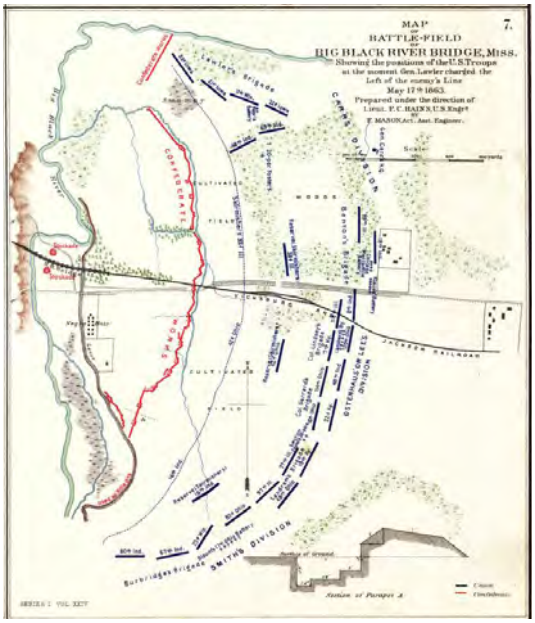
Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Pemberton	Army	AM	Ldr	-	E2629 (Ratliff)
Stevenson	Div	STE	Ldr	-	E2629 (Ratliff)
Barton	Brig	STE	Inf	6*+	E2629 (Ratliff)
Cumming	Brig	STE	Inf	6*+	E2629 (Ratliff)
Bowen	Div	BOW	Ldr	-	E2629 (Ratliff)
Cockrell-B	Brig	BOW	Inf	6*	E2629 (Ratliff)
Green-B	Brig	BOW	Inf	4*	E2629 (Ratliff)
Stevenson	Div	STE	Ldr	-	E2529 (The Crossroad)
Lee	Brig	STE	Inf	5*+	E2529 (The Crossroad)
AW Reynolds	Brig	STE	Inf	5^	E2531
Loring-A	Div	L	Ldr	-	E2729 (Ellison)
Tilghman-C	Brig	L	Inf	3*	E2729 (Ellison)
Buford-A	Brig	L	Inf	6*	E2729 (Ellison)
Featherston-A	Brig	L	Inf	6*	E2729 (Ellison)

* Units begin game on their exhausted sides.
\+ Units begin game with disorganized Strength markers.
^ Reynolds begins game at Fatigue Level 2.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Grant	Army	AT	Ldr	-	E2525 (Jones)
McPherson	Corps	XVII	Ldr	-	E2525 (Jones)
Logan-B	Div	XVII	Inf	12	E2525 (Jones)
Crocker	Div	XVII	Inf	9	E2323 (White)
Hovey-B	Div	XIII	Inf	9	E2425 (Bolton)
McClernand	Corps	XIII	Ldr	-	E2626 (Chapel Hill Church)
Osterhaus	Div	XIII	Inf	6	E2626 (Chapel Hill Church)
Carr	Div	XIII	Inf	7	E2726 (Hawkins)
Blair-A	Div	XV	Inf	8	E3023 (Raymond)
AJ Smith-A	Div	XIII	Inf	8	E3024



Big Black River Bridge battlefield, May 17, 1863

Scenario 8: I Move At Once

NOTES: Pemberton received a direct order on May 14 from Johnston, directing him to converge with Johnston's force for an attack on the Union troops in and around Clinton. Pemberton decided instead to move his army onto Grant's supply line to force Grant to attack him, which resulted in the battle of Champion Hill. This speculative scenario supposes that Pemberton obeyed Johnston's order, and that Johnston moved to meet him north of Clinton. Grant had intercepted a copy of this communication and moved his forces to attack Pemberton before he could be reinforced by Johnston. Grant had patrols out across the countryside, so he knew Pemberton was at Edwards and moving directly east. Grant would of course have known if Pemberton instead moved northeast. Therefore, in this scenario, both players may deploy their forces according to a variable set-up procedure. The Confederate player must strive to unite his forces, while the Union player prevents his opponent from doing so.

MAP: Only the east map is used.

GAME LENGTH: 2 turns, May 16 - May 17, 1863.

SPECIAL RULES:

1. *Turn 1*: Turn 1 starts with the following sequence:
   - Confederate units are setup as per rule 2A and then 2B.
   - Union units are setup as per rule 3A and then 3B.
   - The Confederate "meeting objective" hex is declared as per rule 4.
   - The Leader Transfer Phase is skipped and the Confederate player automatically wins the first initiative without the need for a dice roll. Afterward, initiative is determined normally.
2. *Confederate Setup*: The Confederate player may deploy his "2A" and "2B" units in setup instructions as follows:
   A. First, Johnston, Walker (both leader and brigade), Gregg, and Colquitt are set up within a variable distance from Tougaloo (E2110). The Confederate player rolls two dice and determines a sum. However, the minimum sum is 4. (A sum less than 4 is converted to 4.) The maximum sum is 10. (A sum of 11 or 12 is converted to 10.) These units must be deployed within that number of hexes of Tougaloo, counting the distance by a continuous road path. They must also be set up in or north of hexrow E19xx on a road. All these units may be set up in one hex, or they may be spread out as desired. Example: If the Confederate player rolls a total of 5, some units may be setup in E1712 and some in E1812; but E1611 or E1713 would not be allowed. A leader may not be placed alone in a hex.
   B. Pemberton, and the units in Stevenson's, Bowen's, and Loring's divisions are set up within a variable distance from Edwards (E2533). The Confederate player rolls three dice and determines a sum. However, the minimum sum is 9. (A sum of less than 9 is converted to 9. The maximum sum is 16. (A sum of 17 or 18 is converted to 16.) These units must be deployed within that number of hexes of Edwards, counting the distance by a continuous road path. They must also be setup in or north of hexrow E21xx on a road. Units from different divisions may not be placed in the same hex. Pemberton may be placed in any hex with a division leader.
3. *Union Setup*: The Union player may deploy his "3A" and "3B" units in setup instructions as follows. Only one division may be placed per hex:
   A. Grant, McPherson, Logan-B, Crocker, and Hovey-A must be placed on a railroad hex between Clinton (E2418) and Bolton (E2425), inclusive of both hexes.
   B. McClernand, Osterhaus, Carr-A, and AJ Smith-A must be placed within five hexes of Raymond (E3023) on a road, counting the distance by a continuous road path.
4. *Confederate Meeting Objective Hex*: After Confederate and Union setup, the Confederate player must declare one of the following hexes as his "Meeting Objective": Brownsville (E1725), Tabor (E1723), Tinnin (E1920), Meridianville (E1517), or Baptist Cemetery (E1817). Note that VP will vary depending on which objective is picked.
5. *Sherman*: On Turn 1, for Sherman's first Activate Leader action, a movement die roll of 1, 2, or 3 is converted to a die roll of 4.
6. *Union Extended March*: Union units receive a special -1 extended march die roll modifier. For example, if a Union infantry unit on its normal side with an organized Strength marker activates and reaches Fatigue Level 3, this -1 special modifier, combined with the standard +1 for "Other Union units" on the Extended March Table, indicates that the unit would become disorganized only with a die roll of 6.
7. *Blair*: Any Union corps leader may choose Blair to participate in an Activate Leader or Assault action and may transfer to and attach to him.
8. *Entrenching*: Units may not entrench.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+18	If an undemoralized Union infantry division occupies the Confederate Meeting Objective hex and no undemoralized Confederate infantry unit is adjacent to that hex.
+12	If an undemoralized Union infantry division occupies the Confederate Meeting Objective hex and an undemoralized Confederate infantry unit *is* adjacent to that hex.
+6	If an undemoralized Union infantry division is adjacent to the Confederate Meeting Objective hex but no undemoralized Union infantry division occupies the Meeting Objective hex. The maximum VP award for this Victory Condition is 6 per game.
+/-?	Depending on which Meeting Objective hex the Confederate picks, the Union player gains or loses a variable number of VP. These VP are in addition to any of the above VP awards: Meridianville: +1; Brownsville or Tabor: 0; Tinnin or Baptist Cemetery -3.
+2	For each "R" (rout) result applied against the Confederate player. The maximum VP award is 2 per combat, no matter how many units occupy a defending hex.
+/-2	2 VP is added to or subtracted from the Union player's VP total at the end of the game depending on which player *first* obtains an "R" (rout) result against his opponent during the scenario. (If no "R" results are achieved, this Victory Condition is ignored.) If the first "R" result obtained in the game is achieved by the Union player in an attack against a Confederate unit or stack, the Union player's VP sum at the end of the game is increased by 2. (These VP are in addition to the VP normally awarded for any "R" result; see above.) If the first "R" result obtained in the game is achieved by the Confederate player in an attack against a Union unit or stack, the Union player's VP sum at the end of the game is reduced by 2.
+1	For each "r" (retreat) result applied against the Confederate player. The maximum VP award is 1 per combat, no matter how many units occupy a defending hex.
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2	For each "R" (rout) result applied against the Union player. The maximum VP award is 2 per combat, no matter how many units occupy a defending hex.
-1	For each "r" (retreat) result applied against the Union player. The maximum VP award is 1 per combat, no matter how many units occupy a defending hex.
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
23 and above	Union Decisive Victory
18 to 22	Union Substantive Victory
13 to 17	Union Marginal Victory
8 to 12	Confederate Marginal Victory
3 to 7	Confederate Substantive Victory
2 or less	Confederate Decisive Victory

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Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Gist-B	Brig	W	Inf	3	E1609 (Midway)
Johnston	Army	AR	Ldr	-	See Special Rule 2A
Walker	Div	W	Ldr	-	See Special Rule 2A
Walker-B	Brig	W	Inf	3	See Special Rule 2A
Gregg-B	Brig	W	Inf	6	See Special Rule 2A
Colquitt	Brig	W	Inf	3	See Special Rule 2A
Pemberton	Army	AM	Ldr	-	See Special Rule 2B
Stevenson	Div	STE	Ldr	-	See Special Rule 2B
Barton	Brig	STE	Inf	6	See Special Rule 2B
Cumming	Brig	STE	Inf	6	See Special Rule 2B
Lee	Brig	STE	Inf	5	See Special Rule 2B
AW Reynolds	Brig	STE	Inf	5	See Special Rule 2B
Bowen	Div	BOW	Ldr	-	See Special Rule 2B
Cockrell-B	Brig	BOW	Inf	6	See Special Rule 2B
Green-B	Brig	BOW	Inf	4	See Special Rule 2B
Loring-A	Div	L	Ldr	-	See Special Rule 2B
Tilghman-C	Brig	L	Inf	3	See Special Rule 2B
Buford-A	Brig	L	Inf	6	See Special Rule 2B
Featherston-A	Brig	L	Inf	6	See Special Rule 2B

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sherman	Corps	XV	Ldr	-	E2713 (Deaf and Dumb Asylum)
Steele	Div	XV	Inf	11	E2713 (Deaf and Dumb Asylum)
Tuttle	Div	XV	Inf	11	E2712 (Jackson)
Grant	Army	AT	Ldr	-	See Special Rule 3A
McPherson	Corps	XVII	Ldr	-	See Special Rule 3A
Logan-B	Div	XVII	Inf	12	See Special Rule 3A
Crocker	Div	XVII	Inf	9	See Special Rule 3A
Hovey-A	Div	XIII	Inf	9	See Special Rule 3A
McClernand	Corps	XIII	Ldr	-	See Special Rule 3B
Osterhaus	Div	XIII	Inf	6	See Special Rule 3B
Carr	Div	XIII	Inf	7	See Special Rule 3B
AJ Smith-A	Div	XIII	Inf	8	See Special Rule 3B
Blair-A	Div	XV	Inf	8	E3023 (Raymond)
Ransom	Brig	XVII	Inf	3	E3226 (Powell)

Scenario 9: This Is Success

NOTES: After the May 16 Battle of Champion Hill, most Confederate brigades retreated westward across the Big Black River. Bowen's division was in the best shape and was ordered to hold the bridge crossings until Loring's division could rejoin the army. However, Loring had retreated in the opposite direction and eventually marched eastward toward Jackson to join Johnston's army. The Union army aggressively pursued the defeated Rebels and quickly routed them out of the redoubts defending the Big Black bridges. However, the Rebels destroyed all river crossings. The Union hastily built a bridge at Bridgeport for Sherman to cross the Big Black and also built more bridges at nearby crossings. The Confederates retreated into the perimeter of forts around Vicksburg, while Grant's army concentrated on May 18 in preparation for a general assault before the Confederates could establish a coherent defense. When Sherman and Grant first came within sight of the Mississippi River during the pursuit to Vicksburg, Sherman exclaimed to Grant: "This is success." However, the Union attacks against the Vicksburg defenses on May 19 were easily beaten back, and after another general assault on May 22, the siege began.

MAP: Both the East and West maps are used.

GAME LENGTH: 3 turns, May 17 - May 19, 1863.

SPECIAL RULES:

1. *Turn 1*: On Turn 1, the following rules are in effect:
   - The Leader Transfer Phase is skipped.
   - The Confederate brigade Vaughn is considered to be under both Bowen's and Smith's command, so either leader may activate him and transfer to him.
   - For all Union XV Corps units, movement die rolls of 1 or 2 are converted to a die roll of 3.
2. *Union Extended Marching*: All Union units get a special -1 extended march die roll modifier in this scenario. Example: A marching Union infantry unit on its normal side with an organized Strength marker reaching Fatigue Level 3 receives this -1 special modifier, as well as the standard +1 for "Other Union Units" on the Extended March Table. In this event, the unit would receive a "D" (Disorganized) result only by rolling a 6.
3. *Confederate Forts*: All rules pertaining to permanent Confederate forts (those printed on the map; see Advanced Game, 8.0) apply in this scenario.
4. *Confederate Morale*: The following rules are in effect in all combats except when the Confederate player is defending *in an undestroyed permanent fort hex*, in which case this special rule is ignored:
   - The Confederate player must subtract 1 from his combat die rolls, in addition to other modifiers.
   - The Confederate player's maximum final total Artillery value in all combats is 1. (**Exception**: In a Grand Assault, *each hex* involved in the combat has a maximum Artillery value of 1.)
5. *Confederate Movement Paralysis*: The Advanced Game random event "Confederate Movement Paralysis" (see Advanced Game, 2.0) is in effect throughout the scenario.
6. *Entrenching*: Units may not entrench.
7. *Bridge Destruction*: If the Confederate player attempts to destroy the Big Black River permanent bridges over hexsides W2405-W2404 or W2405-W2505, all bridge destruction die roll modifiers (see Standard Rules, 10.2) are ignored. Instead, *a bridge is destroyed on a die roll of 5 or less*. Also, either of the two hexes connected by the bridge may be in a Union ZOC, even if that ZOC is not Confederate-occupied. However, the Confederate player may not attempt to destroy a bridge if either of the two hexes connected by the bridge is Union-occupied. (Remember that a player may only attempt to destroy a bridge by using an infantry unit with a Combat value of 3 or more; see *TOM* Basic Rules, 10.2.) **Historical note**: The Confederates pre-loaded both bridges with flammables for quick destruction.
8. *Bridges and Ferries*: Place Destroyed Bridge markers on hexsides W2902-W3002, W2901-W3001, and W3915-W4014. Place Destroyed Ferry markers on all Big Black River ferries.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+50	If an undemoralized Union infantry division occupies Vicksburg (W2414).
+10	For each destroyed Confederate fort within two hexes of Vicksburg.
-2	If no undemoralized Union division ends the game within two hexes of Vicksburg.
+2	If an undemoralized Union unit occupies Bovina (W2406).
+2	If an undemoralized Union unit occupies Big Black Bridge (W2404) or Negro Quarters (W2405). The maximum VP award for this accomplishment is 2, even if Union units occupy more than one site.
+3	If an undemoralized Union unit occupies Big Black Bridge (W2404) or Negro Quarters (W2405) at the end of Turn 1. The maximum VP award for this accomplishment is 2, even if Union units occupy more than one site at the end of Turn 1. This bonus is in addition to any VP awarded for Union occupation of these hexes at the end of the game.
+1	For each "R" (rout) result applied to the Confederate player. The maximum VP award is 1 per combat, no matter how many units occupy a defending hex.
+1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
22 and above	Union Decisive Victory
16 to 21	Union Substantive Victory
10 to 15	Union Marginal Victory
4 to 9	Confederate Marginal Victory
-2 to 3	Confederate Substantive Victory
-3 or less	Confederate Decisive Victory

Big Black River battlefield, May 17, 1863

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Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Forney	Div	FOR	Ldr	-	W1410 (Snyder's Bluff)
Hebert	Brig	FOR	Inf	5	W1410 (Snyder's Bluff)
Moore	Brig	FOR	Inf	5	W3117 (Warrenton)
Smith	Div	SMI	Ldr	-	W2414 (Vicksburg)
Shoup	Brig	SMI	Inf	3	W2414 (Vicksburg)
Pemberton	Army	AM	Ldr	-	W2406 (Bovina)
Baldwin	Brig	SMI	Inf	3	W2406 (Bovina)
Stevenson	Div	STE	Ldr	-	W2406 (Bovina)
Barton	Brig	STE	Inf	4+	W2406 (Bovina)
Cumming	Brig	STE	Inf	4+	W2406 (Bovina)
Lee	Brig	STE	Inf	3*	W2406 (Bovina)
AW Reynolds	Brig	STE	Inf	4*	W2405 (Spear)
Vaughn	Brig	SMI	Inf	4	W2404 (Big Black Bridge)
Bowen	Div	BOW	Ldr	-	W2404 (Big Black Bridge)
Green-B	Brig	BOW	Inf	3^	W2404 (Big Black Bridge)
Cockrell-B	Brig	BOW	Inf	4^	W2505 (Negro Quarters)
Waul TX Leg	Regt	-	Inf	1	W3108 (Whitaker)

\+ Units begin game at Fatigue Level 1 on their exhausted sides with disorganized Strength markers and Demoralized-1 markers.
* Units begin game at Fatigue Level 1 on their exhausted sides with disorganized Strength markers.
^ Units begin the game at Fatigue Level 0 on their exhausted sides with disorganized Strength markers.

Historical note: The 4th Mississippi from Baldwin's brigade is attached to Vaughn's brigade.

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sherman	Corps	XV	Ldr	-	E2425 (Bolton)
Steele	Div	XV	Inf	11	E2425 (Bolton)
Tuttle	Div	XV	Inf	11	E2425 (Bolton)
Blair-A	Div	XV	Inf	8	E2731 (Iowe Graveyard)
Ewing	Brig	XV	Inf	3#	E2730 (Coker)
Grant	Army	AT	Ldr	-	E2628
McPherson	Corps	XVII	Ldr	-	E2628
Ransom	Brig	XVII	Inf	3	E2628
Quinby	Div	XVII	Inf	5*	E2530 (Roberts)
Logan-B	Div	XVII	Inf	11*	E2531
McClernand	Corps	XIII	Ldr	-	W2504 (Smith)
Osterhaus	Div	XIII	Inf	7&	W2504 (Smith)
Carr	Div	XIII	Inf	7&	W2504 (Smith)
Hovey-B	Div	XIII	Inf	3*	E2529 (Champion Hill)
AJ Smith-A	Div	XIII	Inf	8&	W2503

* Units begin game at Fatigue Level 1 on their exhausted sides with disorganized Strength markers.
\# Ewing may not activate until Turn 2.
& Units begin game at Fatigue Level 1 on their normal sides.

Scenario 10: Army Of Relief

NOTES: As Grant strengthened his stranglehold on Vicksburg in early June, General Joe Johnston, commander of the Confederacy's Department of the West, assembled at Canton a large body of troops, soon to be known as the "Army of Relief." Johnston's force consisted of about 28,000 infantry drawn mostly from Bragg's Army of Tennessee, Beauregard's South Carolina command, and Gardner's Port Hudson garrison. Johnston also absorbed Loring's division after it separated from Pemberton following the Battle of Champion Hill. Grant presumed that Johnston would move toward Vicksburg to rescue Pemberton, and he organized a makeshift command under Sherman to block it. **Note**: In actuality, Johnston made no appreciable effort to relieve Pemberton. This is a speculative scenario depicting what might have happened had Johnston moved aggressively against Sherman and caught the Union command by surprise.

MAP: Both the East and West maps are used.

GAME LENGTH: 3 turns, June 9 – June 11, 1863.

SPECIAL RULES:

1. *Confederate Setup*: The Confederate player has three "Deployment Sites": Claibornesville (E0629); Brownsville (E1725); and New Salem Cemetery (E2324). Before the start of the game, the Confederate player must deploy his five leaders, thirteen infantry brigades, and two cavalry brigades on the map in any hexes *within seven hexes* of one or more of the three Deployment Sites. No more than one leader, one infantry brigade, and one cavalry brigade may set up in the same hex. (**Exception**: The army leader Johnston does not count against this limit.)
2. *Union Setup*: After the Confederate player's deployment, the Union player places his units on the map according to set-up instructions. **Note**: The Union player may place Kimball's division in W1410 (Snyder's Bluff) or W2312 (Freeman) at start.
3. *Turn 1*: The following special rules apply on Turn 1.
   - The Leader Transfer Phase is skipped.
   - Neither player's units may force march.
   - Entrenching is not permitted.
4. *Movement Restrictions*: Neither player's units may move or retreat into any hex within the Vicksburg "siege lines." These hexes are considered off-map for all game purposes. The siege lines are defined as any hex adjacent to one of the five permanent Confederate forts surrounding Vicksburg (W2414).
5. *Sherman*: Sherman is a Union district leader, not a corps leader, so the Union player should place Sherman on the map on the district leader side of his counter. All Union infantry units are considered part of Sherman's district. As part of an Activate Leader action, Sherman may select up to four Union infantry units to participate, regardless of affiliation. As per *TOM* Basic Rule 2.2, if Sherman successfully initiates an Assault action, he may in the same action also attempt a grand assault.
6. *Washburn, Smith*: At the start of Turn 2, the Union player may place the leader Washburn and the division WS Smith on the map. WS Smith is placed on his normal side with an organized Strength marker and a Fatigue Level of 1. Washburn and Smith must be placed together in any of the following hexes: W1006 (Haynes Bluff), W1410 (Snyder's Bluff), W1612, W1813 (Lake Sawmill), W1815 (Johnson), or W1816 (Sawmill). (Exceptions: Washburn and Smith may not be placed in a hex if it is Confederate-occupied, although they may be placed in a Confederate ZOC. Also, if a Confederate unit occupies Snyder's Bluff, Washburn and Smith may not be placed in Haynes Bluff.) Washburn may not transfer in the Turn 2 Leader Transfer Phase.
7. *Union Gunboats*: If a Union or Confederate unit is defending in a hex that includes at least one Yazoo River hexside, the Union player adds 1 to his die roll in that combat in addition to other modifiers. **Exception**: If a Confederate unit occupies W1410 (Snyder's Bluff), this Union die roll bonus is ignored in all hexes whose first two digits number "13" or less.
8. *Permanent Confederate Forts*: All permanent Confederate forts on the map are destroyed. However, Confederate units occupying a destroyed fort hex are considered to occupy a redoubt (see Standard Rules, 9.0).
9. *Bridges and Ferries*: All ferries on the map are destroyed. Place Destroyed Bridge markers on hexsides W2404-W2405 and W2405-W2505. (Note that a Union pontoon bridge is placed on hexside W2405-W2505; see below.)
10. *Union Pontoon Bridge*: Place a Union Major River Bridge marker on hexside W2405-W2505.
11. *Union Marine Unit*: The Union unit Marine may not move all game. This restriction is lifted if it is forced to retreat.
12. *Yazoo River*: Union units defending in a hex including at least one Yazoo River hexside may ignore retreat requirements of "r" (retreat) or "R" (rout) combat results and instead perform a "water evacuation." If the Union player declares a water evacuation, the affected units are removed from the map and do not return to play. The units suffer any normal Manpower value loss from the combat result (thereby awarding the Confederate player VP), but do not sustain any further Manpower value loss in the evacuation due to a retreat path, nor does the evacuation trigger Confederate VP gain. The Union player may also declare a water evacuation as part of a Defender's Retreat Option (see Standard Rules, 7.6).

Victory Conditions:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+15	If one or more undemoralized Confederate infantry (not cavalry) units occupy any of the following six hexes: W2113, W2212, W2312 (Freeman), W2411, W2512 (Ferguson), W2612 (Poor Farm). The maximum award for this achievement is 15 VP, no matter how many hexes are occupied by Confederate units.
+6	If one or more undemoralized Confederate infantry or cavalry units occupy W1410 (Snyder's Bluff).
+2	If one or more undemoralized Confederate infantry or cavalry units occupy W1006 (Haynes Bluff).
+5	If one or more undemoralized Confederate infantry or cavalry units occupy W2405 (Spear). **Exception**: If the Confederate player gains 15 VP for occupying any of the six hexes listed in the first victory condition (see above), he cannot gain VP for occupying Spear.
+4	If one or more undemoralized Confederate infantry or cavalry units occupy W2210 (Williamson). **Exception**: If the Confederate player gains 15 VP for occupying any of the six hexes listed in the first victory condition (see above), he cannot gain VP for occupying Williamson.
+3	If one or more undemoralized Confederate infantry or cavalry units occupy W2011 (Walnut Hills). **Exception**: If the Confederate player gains 15 VP for occupying any of the six hexes listed in the first victory condition (see above), he cannot gain VP for occupying Walnut Hills.
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, moving from one enemy ZOC to another, or in a water evacuation).
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
-2/-1	For each "R" (rout) result achieved by the Union player in an attack against one or more Confederate infantry units. This deduction is not applied if Confederate cavalry units are defending alone in a hex, but it is applied if Confederate infantry and cavalry units are defending together. For the first "R" result suffered by the Confederate player, he loses 2 VP; all later "R" results cause the Confederate player to lose 1 VP.
-1	For each "r" (retreat) result achieved by the Union player in an attack against one or more Confederate infantry units. This deduction is not applied if Confederate cavalry units are defending alone in a hex, but it is applied if Confederate infantry and cavalry units are defending together.

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
18 and above	Confederate Decisive Victory
14 to 17	Confederate Substantive Victory
10 to 13	Confederate Marginal Victory
6 to 9	Union Marginal Victory
2 to 5	Union Substantive Victory
1 or less	Union Decisive Victory

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Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Johnston	Army	AR	Ldr	-	See Special Rule 1
Walker	Div	W	Ldr	-	See Special Rule 1
Wilson	Brig	W	Inf	5	See Special Rule 1
Gregg-B	Brig	W	Inf	4	See Special Rule 1
Gist-B	Brig	W	Inf	5	See Special Rule 1
Ector-B	Brig	W	Inf	4	See Special Rule 1
Breckinridge	Div	BRE	Ldr	-	See Special Rule 1
D Adams	Brig	BRE	Inf	4	See Special Rule 1
Helm	Brig	BRE	Inf	4	See Special Rule 1
Stovall	Brig	BRE	Inf	4	See Special Rule 1
French	Div	FRE	Ldr	-	See Special Rule 1
Evans-B	Brig	FRE	Inf	4	See Special Rule 1
Maxey-C	Brig	FRE	Inf	5	See Special Rule 1
McNair-B	Brig	FRE	Inf	4	See Special Rule 1
Loring-B	Div	L	Ldr	-	See Special Rule 1
Buford-B	Brig	L	Inf	6	See Special Rule 1
J Adams	Brig	L	Inf	4	See Special Rule 1
Featherston-B	Brig	L	Inf	3	See Special Rule 1
Cosby	Brig	-	Cav	2	See Special Rule 1
Whitfield	Brig	-	Cav	2	See Special Rule 1

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Sherman	Dist	AM	Ldr	-	W2312 (Freeman)
Tuttle	Div	XV	Inf	6	W2312 (Freeman)
McPherson	Corps	XVII	Ldr	-	W2411
McArthur	Div	XVII	Inf	9	W2411
Lauman	Div	XVI	Inf	12	W3114 (Barnes)
Lindsey	Brig	XIII	Inf	3	W2510 (Mt. Alban)
Osterhaus	Div	XIII	Inf	3*	W2405 (Spear)
6 MO	Regt	-	Cav	1*	W2203 (Brooks)
5 IL	Regt	-	Cav	1*	W1803
4 IO	Regt	-	Cav	1*	W1502
2 IL	Regt	-	Cav	1*	W1103 (Sulphur Springs)
Mower	Brig	XV	Inf	3*	W1006 (Haynes Bluff)
Marine	Brig	-	Inf	1*	W1410 (Snyder's Bluff)
Kimball	Div	XVI	Inf	11	See Special Rule 2
Washburn	Corps	XVI	Ldr	-	Turn 2 Reinforcement (see Special Rule 6)
WS Smith	Div	XVI	Inf	14+	Turn 2 Reinforcement (see Special Rule 6)

* Units begin game under Breastwork-Complete markers.
\+ WS Smith is placed on the map with a Fatigue Level of 1.

Scenario 11: Inflict All The Punishment You Can

NOTES: In early July, Johnston's Army of Relief finally closed to the east bank of the Big Black River, but he never ordered his troops to press farther westward to break the siege of Vicksburg. Meanwhile, Sherman had built up an "Army of Maneuver" to block Johnston, but after Pemberton's surrender at Vicksburg, Grant expanded Sherman's mission by ordering him to destroy Johnston's army. Historically, Johnston withdrew eastward on July 6, and Sherman slowly pursued to Jackson, which Johnston eventually abandoned. In this speculative scenario the Union player must move aggressively to pin and attack some or all of Johnston's army in the open field. Grant's orders to Sherman stated: "I want you to drive Johnston out in your own way, and inflict on the enemy all the punishment you can."

MAP: Both the East and West maps are used.

GAME LENGTH: 3 turns, July 6 – July 8, 1863.

SPECIAL RULES:

1. *1. Turn 1*: The following special rules apply on Turn 1:
   - No Confederate cavalry unit may activate until a Union unit has crossed the Big Black River.
   - Force marching is prohibited.
   - The Big Black River is unfordable. Other rivers such as the Bogue Chitto are fordable.
2. *Random Events*: In the Random Events Phase of each turn, including Turn 1, either player rolls a single die. On a roll of 5 or less, the random event is "Heat"; on a roll of 6, the result is "Extreme Heat." For the effects of these results, see Advanced Game, 2.0.
3. *Union Extended Marching*: All Union units get a special -1 extended march die roll modifier in this scenario. Example: A marching Union infantry unit on its normal side with an organized Strength marker reaching Fatigue Level 3 receives this -1 special modifier, as well as the standard +1 for "Other Union Units" on the Extended March Table. In this event, the unit would receive a "D" (Disorganized) result only by rolling a 6. Note that Heat or Extreme Heat random events may also apply.
4. *Sherman*: Sherman is a Union district leader, not a corps leader, so the Union player should place Sherman on the map on the district leader side of his counter. All Union infantry units are considered part of Sherman's district. As part of an Activate Leader action, Sherman may select up to four Union infantry units to participate, regardless of affiliation. As per *TOM* Basic Rule 2.2, if Sherman successfully initiates an Assault action, he may in the same action also attempt a grand assault.
5. *McArthur*: Any Union leader, regardless of its affiliation, may choose McArthur to participate in an Activate Leader or Assault action.
6. *WS Smith*: WS Smith is considered part of IX Corps for all game purposes.
7. *Confederate End-Game Objective*: At the start of Turn 2, the Confederate player must declare either Jackson (E2712) or Canton (E0604) as his "End-game Objective," for which his infantry brigades can gain VP (see Victory Conditions).
8. *Confederate Map Exit*: In addition to being able to retreat off map (see *TOM* Basic Rule 7.6), Confederate units may move off map. To do so a unit must be in a mapedge hex from which it could retreat off-map as per rule 7.6, and then it must spend 1 Movement Point to exit. Military units moving off map may not return, but do gain VP. Leaders moving off map with a military unit are returned to the map and are placed on the nearest subordinate unit, if any.
9. *Bridges and Ferries*: Place a Destroyed Bridge marker on hexside W2505-W2405. Place Destroyed Ferry markers on all Big Black River ferries.
10. *Union Pontoon Bridges*: Place a Union Major River Bridge marker on hexside W2505-W2405. Place a Union Minor River Bridge marker on hexside E2233-W2101.

Victory Conditions:

The Confederate player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+?	For each Confederate infantry brigade ending the game in or adjacent to the selected "End-game Objective" (see Special Rule 7). The VP per brigade are as follows, depending on the chosen objective: +6 Jackson (E2712) +5 Canton (E0604) **Example:** The Confederate player choses Canton as his End-Game Objective. He starts the game with thirteen infantry brigades; one gets destroyed in combat; one retreats off map; one ends the game in Jackson; and the other ten end the game in or adjacent to Canton. Therefore, he gains 5 VP for ten brigades, totaling 50 VP.
+1	For each Confederate infantry brigade retreating off map or ending the game in or adjacent to the End-game Objective that was not the Confederate player's chosen objective. In the above example, the brigade retreating off map and the brigade ending the game in Jackson each gain 1 VP. **Exception:** In the two Victory Conditions listed above, if a Union infantry unit occupies Jackson or Canton at the end of the game, Confederate infantry brigades adjacent to those hexes do not gain VP.
+2	For each combat result in an attack by one or more Union infantry units against one or more Confederate infantry units in which the final combat result is -2 or less. As long as both sides have infantry in the combat, cavalry does not affect this victory condition.
-1	For each "R" (rout) result applied to the Confederate player. The maximum VP subtraction is 1 per combat, no matter how many units occupy a defending hex. **Exception**: If only cavalry units occupy the defending hex, this victory condition is ignored.
+2	For each "R" (rout) result applied to the Union player. The maximum VP award is 2 per combat, no matter how many units occupy a defending hex. **Exception**: If only cavalry units occupy the defending hex, this victory condition is ignored.
-1	For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).
+1	For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

At the end of the game, the Confederate VP total is calculated and the players consult the chart below to determine the winner.

Confederate VP	Winner
66 and above	Confederate Decisive Victory
61 to 65	Confederate Substantive Victory
56 to 60	Confederate Marginal Victory
51 to 55	Union Marginal Victory
46 to 50	Union Substantive Victory
45 or less	Union Decisive Victory

Market House, Vicksburg

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Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Johnston	Army	AR	Ldr	-	E1629
Loring-B	Div	L	Ldr	-	E1629
Buford-B	Brig	L	Inf	6	E1629
J Adams	Brig	L	Inf	4	E1629
Featherston-B	Brig	L	Inf	3	E1629
Walker	Div	W	Ldr	-	E1730
Wilson	Brig	W	Inf	5	E1730
Gregg-B	Brig	W	Inf	4	E1730
Gist-B	Brig	W	Inf	5	E1730
Ector-B	Brig	W	Inf	4	E1730
French	Div	FRE	Ldr	-	E1826
Evans-B	Brig	FRE	Inf	4	E1826
Maxey-C	Brig	FRE	Inf	5	E1826
McNair-B	Brig	FRE	Inf	4	E1826
Cosby	Brig	-	Cav	2	E1831
Whitfield	Brig	-	Cav	2	E2332 (Forbes)
1 MS	Regt	-	Cav	1	E2531
Breckinridge	Div	BRE	Ldr	-	E2429 (Midway Station)
Helm	Brig	BRE	Inf	4	E2429 (Midway Station)
Stovall	Brig	BRE	Inf	4	E2429 (Midway Station)
D Adams	Brig	BRE	Inf	4	E2530 (Roberts)

Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
2 IL	Regt	-	Cav	1	W1502
Parke	Corps	IX	Ldr	-	W1701 (Youngton)
Potter	Div	IX	Inf	7	W1701 (Youngton)
Welsh	Div	IX	Inf	8	E1833
Bussey	Brig	-	Cav	2	E1833
WS Smith	Div	XVI	Inf	12	E2033
McArthur	Div	XVII	Inf	9	W2004 (Tiffentown)
Sherman	Dist	AM	Ldr	-	W2102 (Cameron)
Blair-B	Div	XV	Inf	9	W2102 (Cameron)
Steele	Corps	XV	Ldr	-	W2101
Steele	Div	XV	Inf	10	W2101
Tuttle	Div	XV	Inf	6	W2101
6 MO	Regt	-	Cav	1	W2203 (Brooks)
Ord	Corps	XIII	Ldr	-	W2406 (Bovina)
AJ Smith-A	Div	XIII	Inf	6	W2406 (Bovina)
Hovey-C	Div	XIII	Inf	8	W2406 (Bovina)
Carr	Div	XIII	Inf	6	W2406 (Bovina)
Osterhaus	Div	XIII	Inf	5	W2405 (Spear)

Thunder on the Mississippi

Advanced Game Rules

Introduction

The following rules are used only in Scenario 12, unless specifically called for in Basic Game scenario special rules. Blue-colored text is standard Advanced Game rules, which are the same as earlier *GCACW* games. Text which is not colored blue is unique to *Thunder on the Mississippi*.

1.0 Advanced Game Sequence Of Play

Each turn in the Advanced Game is performed according to the following Sequence of Play:

1. Random Events Phase

Two dice are rolled, and the players consult the Random Events Table.

Exception: Random Events are not rolled for on Turn 1.

2. Leader Transfer Phase

Leaders may be transferred from one subordinate unit to another.

3. Attachment Phase

Eligible units may be attached to other units (see 7.2).

4. The Action Cycle

Action Phase:

A. **Initiative Segment**: Both players roll a die. The player with the higher roll wins. The winner must take initiative or pass. If the initiative rolls are tied, see below:

- If both players roll 1s and it is Turn 6 or later, the Action Cycle may end (see 5.0). On Turn 5 or earlier, the Union player wins initiative.
- If both players roll 2s or 3s, the Union player wins initiative. **Exception**: If Vicksburg is besieged, the Action Cycle may end (see 5.0).
- If both players roll 4s, 5s, or 6s, the Confederate player wins initiative. **Exceptions**: In Confederate Movement or Command Paralysis and Union Intelligence random events, the Union player wins initiative (see 2.0). Also, if Vicksburg is besieged, the Action Cycle may end (see 5.0).

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 or a doubles initiative dice roll leads to the end of the Action Cycle (see 5.0). **Note**: In some situations, the Vicksburg Garrison could involuntarily surrender after a Union attack (see 17.0).

5. Recovery Phase

Eligible units may entrench, build bridges, repair bridges and ferries, and recover from fatigue, disorganization, exhaustion, and demoralization. Also, the Union player may voluntarily remove one or more wagon trains from the map (see 6.2). Out of supply Union units may forage (see 6.6). **Exceptions**: Scenario 12 special rules specify that some units may not entrench during certain turns. Also, Confederate Command and Movement Paralysis random events prohibit entrenchment by all Confederate units not in Warren County (see 2.0). Finally, if Vicksburg is besieged (see 14.0), Confederate Army of Mississippi units that do not belong to the Vicksburg Garrison may not entrench.

6. Vicksburg Siege Phase

Players check if Vicksburg is besieged (see 14.1). If so, the "Vicksburg Siege Duration" number is increased by one on the Vicksburg Siege Track,

7. The Strategic Cycle (Only on turns divisible by 5)

A. **Strategic Segment**: Two dice are rolled and the players consult the Strategic Events Table (see 3.0).

B. **Union Depot Segment**: Starting on Turn 10, the Union player may remove depots from the map and/or place a single depot in an allowable Union-occupied landing hex (see 6.1).

C. **Union Supply Status Segment**: The Union player determines the supply status of all his infantry units on the map (see 6.4) and may then remove Union wagon trains from the map (see 6.2).

D. **Vicksburg Fort Degradation Segment**: If Vicksburg is besieged, the Union player determines if any of the five Vicksburg forts are degraded (see 14.3).

E. **Vicksburg Garrison Demoralization Segment**: If Vicksburg is besieged, and the Vicksburg Siege Duration number is 30 or more, the Confederate player determines if his Vicksburg Garrison becomes demoralized (see 14.4).

F. **Manpower Adjustment Segment**: Starting on Turn 5 for the Confederate and Turn 10 for the Union player, each side determines his manpower adjustment (see 11.0).

G. **Confederate Army of Relief Segment**: Once the Army of Relief (AR) has been created, the Confederate player rolls a die and consults the Army of Relief Table (see 15.0).

H. **Union Army of Maneuver Segment**: The Union Army of Maneuver (AM) may be formed under some circumstances. (see 16.0).

I. **Confederate Reorganization Segment**: In Strategic Cycles starting on Turn 20 and later, the Confederate player may establish new divisions under the leaders Walker and French and may transfer infantry units to the Army of Relief (see 13.0).

8. Turn Indication Phase

A. **Vicksburg Surrender Segment**: The Confederate Vicksburg Garrison may voluntarily surrender (see 17.0).

B. **End of Game Segment**: The scenario automatically ends on Turn 70. In earlier turns, the Union player may have the option to end the game (see 19.3).

C. **Turn Track Segment**: Any units on the Turn Track that were due to arrive in the current turn and did not enter the map for any reason are moved to the next turn on the Turn Track.

D. **Pontoon Bridge Segment**: Any Major or Minor River pontoon bridge marker may be removed from the map by the owning player.

E. **Turn Marker Segment**: The Turn marker is advanced one box (one day) on the Turn Track, and the players begin a new turn.

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2.0 Random Events

Starting on Turn 2, either player rolls two dice in each Random Events Phase. Consult the Random Events Table, below, checking the result corresponding to that dice roll sum. Random events are not determined on Turn 1.

Random Events Table

Dice	May 1 – May 4 (turns 2–5)	May 5 – May 31 (turns 6–32)	June & July (turns 33–70)
2	Late Rain	Late Rain	Late Rain
3	Union Intelligence	Late Rain	Grant Drunk
4	Delay Unit Entry	Delay Unit Entry	Extreme Heat
5	Movement Bonus	Union Water Crisis+	Union Water Crisis+
6	Confederate CP^	Confederate CP^	Late Rain
7	Confederate CP^	Union Intelligence	Heat
8	Confederate MP^	Confederate MP^	Confederate MP^
9	Confederate MP^	Accelerate Unit Entry	Heat
10	Accelerate Unit Entry	Heat	Heat
11	Union Intelligence	Rain	Rain
12	Late Rain	Heavy Rain	Heavy Rain

^MP: Movement Paralysis; CP: Command Paralysis
+Convert to No Effect if the previous Turn had Late Rain, Rain, or Heavy Rain

Confederate Command Paralysis: Confederate *Command* Paralysis is in effect for the current turn, with the following effects:

- The Union player wins all tied initiative dice rolls. (Although doubles initiative rolls may cause the Action Cycle to end in Scenario 12; see 5.0.)
- The Confederate player may not conduct any Activate Leader or Assault actions. Confederate leaders may not transfer to subordinate units in the Action Cycle since Activate Leader actions are prohibited.
- The Movement Allowance for a Confederate unit performing a March action is the number shown on the die roll (or, in the case of a cavalry unit, the sum of two dice). The normal +1 die roll increase for Confederate infantry and cavalry March action movement (see Standard Rule 5.1) *does not apply*. However, an infantry unit's minimum Movement Allowance is 2.
- Confederate units may not entrench except in Warren County.

Confederate Movement Paralysis: Confederate *Movement* Paralysis is in effect for the current turn, with the following effects:

- The Union player wins all tied initiative die rolls. (Although doubles initiative rolls may cause the Action Cycle to end in Scenario 12; see 5.0.)
- The Movement Allowance in a Confederate Activate Leader action is the number shown on the die roll. (**Exception**: If the die roll is 1, the Movement Allowance of all units participating in the Activate Leader action is 2.) The normal +2 die roll increase for Confederate infantry Activate Leader movement (see Standard Rule 5.2) *does not apply*.
- The Movement Allowance for a Confederate infantry or cavalry unit performing a March action is the number shown on the die roll (or dice roll for a cavalry unit) *minus 1*. (**Exception**: The minimum Movement Allowance of an infantry or cavalry unit performing a March action is 2.) The normal +1 die roll increase for Confederate infantry and cavalry March action movement (see Standard Rule 5.1) *does not apply*.
- Confederate units may not entrench except in Warren County.

Delay Unit Entry: If this result occurs, either player rolls a die:

Even Die Roll: If the roll is even, the Union player selects one Confederate infantry or cavalry unit occupying a box anywhere on the Turn Track, even the current turn. (**Exception**: The Union player may not select the 24 SC regiment, which occupies the Turn 14 box at the start of the game.) The Union player rolls a die again, and if the die roll is *3 or less*, the selected unit is placed on the Turn Track one box later than the current turn; if the die roll is *4 or more*, the selected unit is placed on the Turn Track two boxes later than the current turn. If there are no more Confederate units remaining on the Turn Track, this result is converted to "No Effect."

Odd Die Roll: If the roll is odd, the Confederate player selects one Union infantry or cavalry unit occupying a box anywhere on the Turn Track, even the current turn. The Confederate player rolls a die again, and if the die roll is *3 or less*, the selected unit is placed on the Turn Track one box later than the current turn; if the die roll is *4 or more*, the selected unit is placed on the Turn Track two boxes later than the current turn. If there are no more Union units remaining on the Turn Track, this result is converted to "No Effect."

Note: If a leader occupies the same Turn Track box as the selected unit, the leader remains in place and is *not* shifted to a new box. (**Exception**: If the shift of the unit to a later Turn Track box leaves a leader alone in a box, the leader *must* accompany the unit to its new box.)

Accelerate Unit Entry: If this result occurs, either player rolls a die:

Even Die Roll: If the roll is even, the Union player selects one Union infantry or cavalry unit occupying a box anywhere on the Turn Track, except the current turn. The Union player rolls a die again, and if the die roll is *3 or less*, the selected unit is placed on the Turn Track one box earlier than its current location; if the die roll is *4 or more*, the selected unit is placed on the Turn Track two boxes earlier than its current location. (**Exception**: It may not be placed in a Turn Track box earlier than the current turn.) If there are no more Union units remaining on the Turn Track, this result is converted to "No Effect."

Odd Die Roll: If the die roll is odd, the Confederate player selects one Confederate infantry or cavalry unit occupying a box anywhere on the Turn Track, except the current turn. (**Exception**: The Confederate player may not select the 24 SC regiment, which occupies the Turn 14 box at the start of the game.) The Confederate player rolls a die again, and if the die roll is *3 or less*, the selected unit is placed on the Turn Track one box earlier than its current location; if the die roll is *4 or more*, the selected unit is placed on the Turn Track two boxes earlier than its current location. (**Exception**: It may not be placed in a Turn Track box earlier than the current turn.) If there are no more Confederate units remaining on the Turn Track, this result is converted to "No Effect."

Note: If a leader occupies the same Turn Track box as a selected unit, the leader *must* accompany the unit to its new, earlier Turn Track box, even if another unit of the leader's organization is in the same box as the selected unit.

Union Water Crisis: At the start of the Turn Indication Phase of the current turn, each Union infantry (not cavalry or wagon) unit that does not occupy a hex containing at least one creek, minor river, or major river hexside is flipped to its disorganized side. If it is already disorganized, its Manpower value is reduced by 1. These losses do not count for Victory Point purposes. The following exceptions apply:

- This event is converted to No Effect if the previous turn had a Rain. Heavy Rain, or Late Rain event (even if Late Rain did not convert to Rain; see below).
- Units occupying Edwards (E2533), Clinton (E2418), or Crystal Springs (E4920) are exempt from this penalty.
- In June and July, units in a county containing a depot are exempt from this penalty.

- Union infantry units entrenched to Fort-Build or Fort-Complete level are exempt from this penalty.

Union Intelligence: The Union player wins all tied initiative dice rolls in the current turn. (Although doubles initiative rolls may cause the Action Cycle to end; see 5.0.) Also, the Union player automatically wins the first initiative of the current turn with no initiative dice roll; after this initiative is determined normally.

Movement Bonus: If this result occurs, either player rolls a die:

Even Die Roll: If the roll is even, in the current turn the Union player adds one to the Movement Allowance of any unit performing a March Action or participating in an Activate Leader action, in addition to other normal Movement Allowance bonuses.

Odd Die Roll: If the roll is odd, in the current turn the Confederate player adds one to the Movement Allowance of any unit performing a March Action or participating in an Activate Leader action, in addition to other normal Movement Allowance bonuses.

Heat: Place the Heat marker on the Turn Track in the box corresponding to the current turn. Both players add 1 to all extended march die rolls throughout the current turn.

Extreme Heat: Place the Extreme Heat marker on the Turn Track in the box corresponding to the current turn. Extreme Heat has the following effects:

- Both players add 2 to all extended march die rolls in the current turn.
- The attacker subtracts 1 from his combat die rolls in the current turn in addition to other modifiers.
- Units may not force march.

Rain (Current): Place the Rain marker on the Turn Track in the box corresponding to the current turn. Rain effects are specified in *GCACW* Standard Rules, 12.0. Place the Minor Rivers Unfordable marker on the Turn Track in the box corresponding to the current turn and the Major Rivers Unfordable marker on the Turn Track one box ahead of the current turn. If one or both of those markers already occupy a box on the track, they are advanced one box ahead of their current location. (See Standard Rules, 12.0, for river unfordability effects.)

Late Rain: Place the Late Rain marker on the Turn Track in the box corresponding to the current turn. If, in an Initiative Segment the initiative dice roll is *double-2s or double-3s*, replace the Late Rain marker on the Turn Track with a Rain marker. Immediately, and for the rest of the turn, Rain rules are in effect (see above). Notes: If Vicksburg is besieged (see 14.0), the Action Cycle may sometimes end with a double-2 or double-3 initiative dice roll (see 5.0). In this event, the Rain marker is not placed on the Turn Track. Also, if a Late Rain marker is changed to a Rain marker, Minor and Major River Unfordable markers are not placed on the Turn Track. If one or both of those markers are already on the Track, they remain in their current box. **Note**: Unlike a normal Rain event, entrenchment and bridge building are permitted in the Recovery Phase on a turn in which a Late Rain result occurs, even if the Late Rain marker is changed to a Rain marker.

Heavy Rain: Heavy Rain has the same effect as the Rain (Current) random event (see above), except that the Minor Rivers Unfordable marker is placed on the Turn Track one box ahead of the current turn, and the Major Rivers Unfordable marker is placed on the Turn Track two boxes ahead of the current turn. If one or both of those markers already occupy a box on the track, they are advanced two boxes ahead of their current location. (See Standard Rules, 12.0, for river unfordability effects.)

Grant Drunk: In any Union Assault action in the *current and following turn*, the Union player may not use the Grant leader to initiate a Grand Assault. There is no limit to the number of times this event may occur per game. If a Grant Drunk result occurs again in the following turn, extend its effects for an additional turn. For example, if the result occurs on Turn 34, its effects apply on Turns 34 and 35. But if a Grant Drunk result occurs again on Turn 35, the effects continue through Turn 36.

3.0 Strategic Events

Either player rolls two dice in the Strategic Segment of the Strategic Cycle. The Strategic Cycle takes place *only in turns divisible by five.* The players consult the Strategic Events Table, checking the result corresponding to that dice roll sum.

Strategic Events Table

Dice	Result
2	Variable Reinforcement
3	Siege Attrition and Union Mine Operations&
4	Union Extended March Bonus or Port Hudson#
5	Johnston Sick and Jackson Confederate Redoubt&
6	Union Extended March Bonus or Union Mine Operations+
7	Union Extended March Bonus or French Arrives Early%
8	Union Extended March Bonus or Variable Reinforcement*
9	President Davis Pushes Johnston and Jackson Confederate Redoubt&
10	McClernand Relieved
11	CSA Attacks Milliken's Bend
12	Variable Reinforcement

& Both results occur.
\# Union Extended March Bonus applies from Turns 5 through 20; Port Hudson applies starting Turn 25.
\+ Union Extended March Bonus applies from Turns 5 through 20; Union Mine Operations applies starting Turn 25.
% Union Extended March Bonus applies from Turns 5 through 20; French Arrives Early applies from Turns 25 through 45; No Effect after Turn 45.
* Union Extended March Bonus applies from Turns 5 through 20; Variable Reinforcement applies starting Turn 25.

Siege Attrition: If Vicksburg is currently besieged (see 14.1), either player rolls a die to determine whether both players are impacted by "Decreased Siege Attrition" or "Increased Siege Attrition" die roll modifiers on their Manpower Adjustment Tables during the Manpower Adjustment Segment of the Strategic Cycle (see 11.0). If the roll is *odd*, the result for both players is Decreased Siege Attrition; if the roll is *even*, the result for both players is Increased Siege Attrition. The die roll modifiers triggered by these results apply *for the rest of the game*, even if Vicksburg is later not besieged. **Note**: If, at the moment a Siege Attrition strategic event occurs, Vicksburg is not besieged, this event is converted to No Effect. This event is also converted to No Effect if a Siege Attrition result has occurred in an earlier Strategic Segment.

Port Hudson: The Union player rolls a single die. If the roll is even, the result is "Union Port Hudson Victory"; if the roll is odd, the result is "Confederate Port Hudson Victory." These results have the following effects:

- *Union Port Hudson Victory:* The Union player places Grover's division, with a Manpower value of 8, in the Turn Track box of the following turn, at which time it is available as a reinforcement (see 12.1).
- *Confederate Port Hudson Victory:* The Union player must remove one Union infantry division constant reinforcement (see 12.1) from the Turn Track. This unit is permanently lost to the Union player and may never appear in the game. **Note**: This result is converted to No Effect if the Union player has no more constant reinforcements on the Turn Track.

If a Union or Confederate Port Hudson Victory result has been applied at an earlier point in the game, any later Port Hudson strategic events are converted to No Effect for the rest of the game.

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Johnston Sick: This result varies depending on the current location of the Confederate Army of Relief marker (see 15.0). Place the "Johnston Sick" counter on the Turn Track on the current turn.

- If the Army of Relief marker occupies Box 0, 1, 2, 3, or 4 on the Army of Relief Track, the Confederate player subtracts 1 from his Army of Relief Segment die roll in the current Strategic Cycle.

- If the Army of Relief marker occupies Box 5 on the Army of Relief Track, the Confederate player adds 1 to all command die rolls in Step 1 of the grand assault procedure for the army leader Johnston throughout the following five turns.

Note: A Johnston Sick result is converted to No Effect if it occurs before the Army of Relief has been created.

Jackson Confederate Redoubt: This result is converted to No Effect if any of the following conditions are in effect:

- It is currently Turn 5.

- If a Jackson Redoubt marker already occupies Jackson (E2712).

If the Jackson Confederate Redoubt event is applied, the Confederate player rolls a die to determine if a Jackson Redoubt marker is placed in Jackson. This roll may be modified (see below). A modified roll of *4 or less* is "No Effect." A modified roll of *5 or more* is "Jackson Redoubt Complete," indicating that the Confederate player places the Jackson Redoubt marker in Jackson and redoubt effects are applied to all Confederate units in that hex, lasting for the rest of the game (see Standard Rules, 9.0). If one or more undemoralized Confederate infantry or cavalry units currently occupy Jackson, the die roll may be modified by those units' Manpower values:

+1: If the combined Manpower value of all undemoralized Confederate infantry and cavalry units occupying Jackson is from 10 to 15 (inclusive).
+2: If the combined Manpower value of all undemoralized Confederate infantry and cavalry units occupying Jackson is from 16 to 21 (inclusive).
+3: If the combined Manpower value of all undemoralized Confederate infantry and cavalry units occupying Jackson is 22 or more.

Union Mine Operations: If Vicksburg is besieged at the instant of this result (see 14.1), the Union player may be able to conduct mine operations (see 14.5).

Union Extended March Bonus: The Union player subtracts 1 from all infantry and wagon (not cavalry) extended march die rolls for the following five turns, in addition to other modifiers. For example, if this result is obtained in the Strategic Segment of the Turn 5 Strategic Cycle, this bonus applies from Turns 6 through 10.

French Arrives Early: The Confederate player may create a new division with the leader French starting on Turn 40 rather than Turn 50 (see 13.2). (**Exception**: If this event occurs on Turn 45, French's division may be created in the current turn.) This event is converted to No Effect starting on Turn 50 or if the leader French is already on the map. This event may only occur once per game.

President Davis Pushes Johnston: This result varies depending on the current location of the Confederate Army of Relief marker (see 15.0). Place the "President Davis Pushes Johnston" marker on the Turn Track on the current turn.

- If the Army of Relief marker occupies Box 0, 1, 2, 3, or 4 on the Army of Relief Track, the Confederate player adds 2 to his Army of Relief Segment die roll in the current Strategic Cycle.

- If the Army of Relief marker occupies Box 5 on the Army of Relief Track, the Confederate player subtracts 1 from all command die rolls in Step 1 of the grand assault procedure for the army leader Johnston throughout the following five turns.

Note: A President Davis Pushes Johnston result is converted to No Effect if it occurs before the Army of Relief has been created.

McClernand Relieved: The Union player flips over the McClernand leader counter, and the leader Ord is now commander of XIII Corps. This result is converted to No Effect if it has occurred at any earlier point in the game.

Variable Reinforcement: Either player rolls a die. If the result is even the Union player receives a variable reinforcement. If the result is odd the Confederate player receives a variable reinforcement. The indicated player places his next available variable reinforcement (see 12.1 and 12.2) on the Turn Track one turn ahead of the current turn. (**Exception**: The Confederate Variable Reinforcement event is converted to No Effect on Turns 5, 10, and 15.) If all of a player's variable reinforcements have already entered play, he no longer receives variable reinforcements for the rest of the game.

CSA Attacks Milliken's Bend: This result is converted to No Effect if any of the following three conditions are in effect:

- It is currently Turn 5 or 10.

- If the Union player has a depot in Snyder's Bluff (W1410).

- If the result has occurred at an earlier point in the game, and that result was not converted to No Effect.

The first time this strategic event takes effect, *both* of the following results apply:

- At the end of the Union Supply Status Segment of the current Strategic Cycle, the Union player must choose a number of in-supply divisions (not brigades or regiments) on the map, totaling a Manpower value of 20 or more, and place Out of Supply markers on them. If Union in-supply divisions do not total 20 Manpower Points or more, all those divisions gain Out of Supply markers. If no Union divisions are in supply, this effect is ignored.

- For the rest of the game, each Union wagon train placed on the map receives 3 (not 4) Supply Points (see 6.3). Wagon trains already on the map are unaffected. This effect applies even if no Union divisions are currently in supply.

4.0 Unused *GCACW* Rules

The following rule concepts, often used in other *GCACW* Advanced Games, are not used in *Thunder on the Mississippi*: Posture, Command Points, County Control, RR Station Repair, Strategic Movement, Activate Army Leader, and Leader Death.

5.0 Random End Of Action Cycle

In the Basic Game, if one player has no units eligible for activation in an Initiative Segment, his opponent automatically wins initiative, and the dice are not rolled. However, in the Advanced Game, starting on Turn 6, both players *must* roll the dice in each Initiative Segment, even if one player has no units eligible for activation. If the player who has no eligible units for activation wins the initiative roll, he *must* pass. If both players roll the same number during an Initiative Segment, check the rules below to see if the Action Cycle Ends.

Double-1 Initiative Rolls

On Turn 6 or later, if both players roll a 1 in an Initiative Segment, the Action Cycle may end automatically. The Union player rolls a die, and if the *modified* die roll is *1 or less* the Action Cycle immediately ends, and play proceeds to the Recovery Phase. (**Exception**: see below.) If the modified die roll is *2 or more*, the Action Cycle continues with a Union initiative.

Die Roll Modifiers: If the current random event is Heat, Extreme Heat, Rain (Current), Late Rain, or Heavy Rain (see 2.0), the Union player subtracts 4 from his die roll following a double-1 initiative roll to determine if the Action Cycle ends. A maximum of 4 may be subtracted from this die roll.

Exception: If both players have not performed at least one action or passed in the current Action Cycle, the Union player does not roll a die following a double-1 initiative roll, and the cycle continues normally with a Union initiative.

Any Double Initiative Rolls *Except* Double-1s (Vicksburg Besieged Only)

If Vicksburg is currently "besieged" (see 14.0), and both players roll the same number in an Initiative Segment (except double-1s, in which case the rules above apply), the Action Cycle immediately ends. **Note**: The Action Cycle ends even if one or both players have not yet performed an action or passed in the current Action Cycle.

Exceptions: The Action Cycle does not end, and the players gain initiative normally, if one or more of the following conditions is in effect:

- From Turn 66 to the end of the game.
- The Vicksburg Siege Duration number (see 14.1) is 5 or less.
- Two or more of the five Confederate fort hexes surrounding Vicksburg have Fort Destroyed markers.
- The Confederate Army of Relief marker occupies Box 5 on the Army of Relief Track (see 15.0).
- If the Confederate Army of Relief marker occupies Box 4 on the Army of Relief Track (see 15.0), the Action Cycle does not end if the players roll double-2s or double-3s in an Initiative Segment. (The Action Cycle ends on initiative rolls of double-4s, 5s, or 6s.)

6.0 Union Supply

During the Union Supply Status Segment of each Strategic Cycle, the Union player must determine the supply status of his infantry units on the map. All Union cavalry and wagon units and leaders, as well as all Confederate units, are automatically in supply for the duration of the game.

6.1 Union Depots

The Union player has two depots, which act as Union supply sources.

Depot Placement

Starting with the Union Depot Segment of the Turn 10 Strategic Cycle, the Union player may take one and only one depot and place it in one of the allowable landing hexes indicated below. *The hex the depot is placed in must be occupied by a Union infantry or cavalry unit*. The number of Union depots is a strict limit: there may never be more than two depots on the map at any given time. Also, a given county may never have more than one depot.

Allowable Depot Locations: The Union player may place a depot on the map only in the following three landing hexes, assuming the placement hex is occupied by a Union unit of any Manpower value:

- W1410 (Snyder's Bluff)
- W3117 (Warrenton)
- W4622 (Grand Gulf)

Depot Destruction

Depots and Combat: Depots have no Combat value and may not move or retreat. A Confederate unit may enter a hex occupied by a depot if no Union military units are situated there. If so, the depot is destroyed, and the Confederate player gains VP (see Victory Conditions). The destroyed depot is placed aside and again becomes available for use.

Voluntary Removal of Depots: During a Union Depot Segment, the Union player may voluntarily remove any depot(s) from the map before placing a new depot. If so, the depot is placed aside and again becomes available for use.

6.2 Union Wagon Trains

Wagon trains act as mobile Union supply sources. The Union player begins the game with four wagon trains (A, B, C, and D) in the Wagon Trains Available box. The number of wagons is a strict limit.

Wagon Train Activation

Union wagons may be activated in three ways. A wagon's Movement Allowance is always determined like a Union infantry unit.

March Action: A wagon may undertake a March action by itself.

Activate Leader Action: One or more wagons may participate in an Activate Leader action with any Union leader regardless of command affiliation.

Special March Action: If a Union infantry unit of any size initiates a March action, and one or more wagons are situated in the same hex or any adjacent hex to the active unit, those wagons may participate in the March action. They receive the same Movement Allowance as the active unit and gain Fatigue Levels normally. The active unit and any participating wagons may be moved in any order the Union player wishes.

Fatigue: Wagons gain Fatigue Levels normally. However, if a wagon conducts an extended march, the Union player must add 1 to his extended march die roll (as noted on the Extended March Table) in addition to other Extended March Table modifiers. During the Recovery Phase, wagons become exhausted (or recover from exhaustion) normally. Example: A wagon marches to Fatigue Level 3 on its exhausted side. Its modifiers are +1 for reaching Fatigue Level 3 while exhausted, +1 for "Other Union Units," and +1 for the special wagon train modifier, or +3 overall.

Force March: A wagon train may never force march.

Entrenchments: A wagon train may never entrench.

Movement Points: Wagon trains pay Movement Point costs normally. **Exception**: If a wagon train crosses a ford or ferry hexside, it must pay a penalty of 2 extra MP to enter the adjacent hex. See *GCACW* Standard Rules, 6.2, and the Charts and Tables booklet for rules on wagons entering friendly-occupied hexes.

Combat: Wagons may neither attack nor participate in an assault or grand assault. They defend normally as infantry units. Wagons may not participate in a defender's cavalry retreat option. However, a Confederate cavalry retreat may be triggered by a Union wagon. A wagon may never place or remove a Flanks Refused marker.

Zones of Control: Wagons exert Zones of Control normally. However, they may never contribute to flank bonuses in Union attacks. Any hexes covered solely by wagons' ZOC, or hexes occupied solely by wagons, are not considered to be covered for flank bonus computations in Union attacks. Wagons stacked in a hex with other units do not contribute their manpower for flanking purposes in Union attacks. In Confederate attacks, wagons are treated like any other Union unit for all flank purposes.

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Wagon Train Availability

The Union player begins the game with four wagon trains in the Wagon Trains Available box. These wagons must remain there throughout Turns 1 to 9. Starting on Turn 10, the Union player may place these wagons on the map.

Wagon Train Placement: If, in an Action Cycle on Turn 10 or later, the Union player holds initiative in an Activation Segment, and at least one Union wagon occupies the Wagon Trains Available box, he may choose one wagon from this box and place it on the map on its normal side with an organized Strength marker (Manpower value, 2; Fatigue, 0) and a marker with 4 Supply Points (see 6.3). It must be placed in a landing hex (with or without a depot), *and the hex must be occupied by a Union unit.* Wagon placement is subject to the following restrictions:

- A maximum of two wagons may be placed on the map per turn. If the landing hex selected for placement contains a depot, both wagons may be placed in that hex in the current turn. If the landing hex selected for placement does not contain a depot, only one wagon may be placed in that hex in the current turn. (**Exception**: Two wagons may be placed in Grand Gulf (W4622) per turn, even if it does not contain a depot.)
- The Union player may not activate a wagon in the Activation Segment in which it is placed on the map, but he may do so later in the current Action Cycle by means of a March, Activate Leader or Special March Action. After placing a wagon on the map, the Activation Segment ends.

Wagon Train Destruction: If a wagon is destroyed in combat, retreat or by extended march, it is placed in the Wagon Train Available box, and the Union player is immediately free to place it back on the map in an Activation Segment if he holds the initiative. Any Supply Points it possesses at the moment of its loss are lost. The Confederate player does not gain extra VP for destroying Union Supply Points; he only gains VP for destroying the wagon and any combat or retreat Manpower value losses.

Wagon Train Removal: The Union player may voluntarily remove one or more wagons from the map, regardless of their location, at the following times:

- At the start of any Recovery Phase.
- At the end of the Union Supply Status Segment of a Strategic Cycle.

A removed wagon is placed in the Wagon Train Available box, and the Union player is free to place it back on the map in a future Activation Segment. Any Supply Points it possesses at the moment of its removal are lost.

6.3 Union Supply Points

Wagon trains use "Supply Points" to allocate supply to infantry units during the Supply Status Segment of each Strategic Cycle starting with Turn 10. Supply Points are recorded with Supply Point markers, numbered 1 to 4. A wagon with 0 Supply Points is not assigned a Supply Point marker. Depots never use Supply Points.

Wagon Trains: In an Activation Segment, when the Union player places a wagon train in a landing hex or on a depot, he places a Supply Point marker under the wagon with 4 Supply Points. (**Exception**: If a "CSA Attacks Millikin's Bend" strategic event has occurred, it receives 3 Supply Points; see 3.0.) A wagon may never have more than 4 Supply Points.

Expenditure of Supply Points: In the Union Supply Status Segment of a Strategic Cycle, wagons expend Supply Points to place infantry units in supply (see 6.4). If a wagon expends all its Supply Points, its Supply Point marker is removed. Supply Points may never be transferred from one wagon to another.

6.4 Union Supply Status

During the Union Supply Status Segment of each Strategic Cycle, the Union player must determine whether each of his infantry units on the map is in supply or out of supply. Union cavalry units are always in supply.

Automatic Supply

Starting Union Units: All Union infantry units starting the game on the map are automatically in supply until their supply status is determined in the Turn 5 Union Supply Status Segment (see below).

Union Reinforcements: When they are placed on the map, all Union reinforcements (and units using Special Road Transfer; see 10.2) are automatically in supply until their status is checked in the next Union Supply Status Segment.

Union Occupation of Vicksburg: If a Union unit occupies Vicksburg (W2414) during a Union Supply Status Segment, all Union units are in supply for the rest of the game (even if the Confederate player retakes the city). All Union depots and wagons on the map are immediately removed from the map and may not return to play.

Union Supply Status Segment, Turn 5

All Union infantry units on the map in the Turn 5 Union Supply Status Segment *are automatically out of supply*.

Union Supply Status Segments, Turns 10 And Later

Starting with the Union Supply Status Segment of the Turn 10 Strategic Cycle, and in all future Supply Status Segments, the Union player must check the supply status of each of his infantry units. A Union unit is in supply in this segment if it can draw supply from a depot or a wagon train. Otherwise, it is out of supply. **Exception**: If a Union unit occupies Vicksburg (W2414) during a Union Supply Status Segment, all Union units are in supply for the rest of the game.

Supply Status in Counties Occupied by a Depot: In the Supply Status Segment, all Union infantry units occupying a county in which a depot is situated are automatically in supply. (**Exception**: If a "CSA Attacks Millikin's Bend" strategic event has occurred, such units may be out of supply; see 3.0.) Terrain or the presence of Confederate units in that county have no effect on this determination.

Supply Status in Counties Unoccupied by a Depot: In the Supply Status Segment, Union infantry units occupying a county in which a depot is *not* situated may be placed in supply by wagon trains. Union units occupying a hex within a "Wagon Supply Path" (see below) of a wagon with 1 or more Supply Points may be placed in supply by the Union player by expending that wagon's Supply Points. Each Supply Point expended by the wagon reduces its Supply Point marker by 1. For each expended Supply Point, the Union player may place *one division or up to three brigades* in supply as long as the designated units are within that wagon's Wagon Supply Path. Wagons with no Supply Points may no longer provide supply. County borders have no effect on a wagon's ability to provide supply. **Note**: At the start of a Recovery Phase or the end of a Union Supply Status Segment of a Strategic Cycle, the Union player may voluntarily remove one or more wagons from the map, regardless of their location (see 6.2).

Wagon Supply Path: A Wagon Supply Path is a path of continuous hexes *no more than ten hexes in length*, counting from a wagon train's hex (exclusive) to a hex occupied by a Union infantry unit (inclusive). Movement Points are not taken into account in counting this hex path. However, the path may not enter a hex or cross a hexside that a military unit would be prohibited from entering or crossing in normal movement (e.g., a swamp hex, a bluff hexside untraversed by a road or ferry, an unfordable minor/major river hexside, or a creek hexside during a Rain turn). Also, the path may not enter a Confederate-occupied hex or a Confederate ZOC (normal or restricted) unless that ZOC is Union-occupied. **Note**: The hex occupied by a wagon is considered within its own Wagon Supply Path.

Out of Supply: In the Union Supply Status Segment, all Union infantry units that cannot be placed in supply as defined above are automatically out of supply (see 6.5). **Note**: If a "CSA Attacks Millikin's Bend" strategic event has occurred, some Union in-supply units may go out of supply (see 3.0).

6.5 Supply Effects

In Supply: If a Union infantry unit achieves "in supply" status, it functions at full effectiveness and remains in supply until the next Union Supply Status Segment, at which time its supply status is checked again. If the unit has an Out of Supply marker on it, that marker is removed.

Out of Supply: Place an Out of Supply (OOS) marker on all Union infantry units that cannot achieve "in supply" status (and that do not already have such a marker). This marker accompanies the unit wherever it goes until the unit regains in supply status in a Union Supply Status Segment or due to "foraging" (see 6.6), at which time the marker is removed. Out of supply units function normally with the following exceptions:

- *Extended March:* As per the *GCACW* Standard Rules Extended March Table, the Union player must add 1 to his extended march die rolls in addition to other modifiers for each out of supply unit undertaking an extended march.

- *Recovery Phase:* In the Recovery Phase, Step 3a (see *GCACW* Standard Rules, 8.0), Union out of supply units with disorganized Strength markers may not have these markers flipped to their organized sides in the current turn. Also, in the Recovery Phase, Step 6, Union out of supply units with organized Strength markers have these markers flipped to their disorganized sides.

- *Attacks:* If an out of supply Union unit undertakes an attack during a march, the Union player subtracts 1 from his combat die roll in addition to other modifiers. In an Assault action, if at least one participating Union unit is out of supply (even if it joins the assault as part of a grand assault), the Union player subtracts 1 from his combat die roll.

- *Manpower Value Loss:* If, during a Union Supply Status Segment, a unit which is *already* out of supply cannot achieve in supply status, its Manpower value is reduced. If its Manpower value is 5 or less, its Manpower value is reduced by 1; if its Manpower value is 6 or more, its Manpower value is reduced by 2. If the unit is not eliminated, its new Strength marker is placed on its disorganized side. These manpower losses do not count for VP.

- *Naval Operations:* Out of supply Union units may not make an Amphibious Invasion (see 10.1). They may undertake a River Transfer, but may not use Special Road Transfer (see 10.2).

6.6 Foraging

In the Recovery Phase, Step 2, Union out of supply units at Fatigue Level 0 or 1 may "forage" to strive to regain in supply statis. A Fatigue Level 2, 3, or 4 unit may not forage. Also, a unit may not forage if it attempted to build a bridge, repair a bridge or ferry, or entrench in Step 1 of the Recovery Phase. Exhausted and demoralized units may forage.

Foraging Procedure: The Union player performs the following procedure for each foraging unit:

1. The Union player rolls a die. This roll may be modified (see below).

2. If the modified roll is *2 or less*, the unit has successfully foraged and immediately regains in supply status. Its Out of Supply marker is removed, and the unit remains in supply until the next Union Supply Status Segment, at which time its supply status is again determined. If the modified roll is *3 or more*, the unit has not foraged successfully and remains out of supply. Players may forage with as many eligible units as they wish in a turn, but individual units may forage no more than once per turn. Eligible units that do not forage successfully may forage again in succeeding turns.

Foraging Die Roll Modifiers (cumulative):

+1 If the foraging unit is at Fatigue Level 1.
+1 If the current random event is Heat, Extreme Heat, Rain (Current), Late Rain, Heavy Rain, or Union Water Crisis. **Exceptions**: This modifier is not applied if Union Water Crisis was converted to No Effect in the current turn; also, the modifier is not applied if Late Rain was not converted to Rain by a double-2 or double-3 initiative roll in the current turn (see 2.0).
+1 If all hexes adjacent to a foraging unit are Confederate-occupied, in a Confederate ZOC (even if Union-occupied), or are hexes into which the foraging unit cannot move due to terrain restrictions.
-1 If the foraging unit occupies Jackson (E2712), or any hex adjacent to Jackson. Or if the foraging unit occupies any of the following hexes: Raymond (E3023), Bolton (E2425), Clinton (E2418), Meridianville (E1517), Vernon (E0720), or Canton (E0604).

7.0 Substitute Units

Each player has eight substitute infantry brigades and one substitute cavalry regiment.

7.1 Detachment

Either player may detach one or more substitute infantry brigades from a marching infantry division or brigade as long as the marching unit has a Manpower value of 2 or more. Either player may detach a substitute cavalry regiment from a marching cavalry brigade as long as the marching unit has a Manpower value of 2 or more. Infantry and cavalry regiments may never detach.

How To Detach

To detach, a player places a substitute in the same hex as the unit from which it detaches and assigns it a Manpower value. A Strength marker equal to the Manpower value assigned to the substitute is placed under it. The substitute's Manpower value is subtracted from the parent unit's Manpower, and the parent unit is assigned a new Strength marker, on the same side as the one it replaces, reflecting its reduced value.

Placement Of Detached Units

A detached substitute may be placed in the hex in which an active unit begins its march or in any hex it enters during its march. After a substitute is placed on the map, the active unit may continue its march (but the substitute may not move further during this action). After placement, substitutes function normally.

Detachment Restrictions

Counter Limits: The number of substitutes provided in the game is a strict limit. If all substitutes are currently in use, no more may be used. However, if substitutes reattach to other units, they are removed from the map and again become available for use.

Size: After detaching, a parent unit must have a minimum Manpower value of 1. The Manpower value of a substitute is limited:

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- Substitute infantry brigades must be assigned a Manpower value of 6 or less.
- Substitute cavalry regiments must be assigned a Manpower value of 1.

Determining Status Of Detachments

Fatigue: If a substitute is placed in the hex in which an active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level before it was selected to march. If a substitute is placed in any hex except the one in which the active unit begins a march, the substitute is assigned a Fatigue marker equal to the active unit's Fatigue Level at that moment.

Entrenchment: If an entrenched active unit detaches a substitute in the hex in which it begins a march, the substitute is assigned the same kind of entrenchment marker possessed by the active unit.

Disorganized, Demoralized, Exhausted, Supply: If an active unit has a disorganized Strength marker, is on its exhausted side, possesses a Demoralized marker, or possesses an OOS marker, then any substitute detached by that unit must possess the same characteristics.

Command: The owning player should note on a piece of paper the number of each substitute placed on the map and the command to which it belongs. It belongs to the same command as the unit from which it detaches.

7.2 Attachment

Infantry Attachment: In the Attachment Phase, substitute infantry brigades and non-substitute infantry brigades and regiments stacked in the same hex as a friendly infantry unit may "attach" to that unit as long as attachment restrictions are adhered to. **Exception**: Confederate "named" infantry brigades may never attach (see below).

Cavalry Attachment: In the Attachment Phase, substitute and non-substitute cavalry regiments stacked in the same hex as a friendly cavalry brigade may "attach" to that brigade as long as attachment restrictions are adhered to.

As long as attachment restrictions are adhered to, a unit may attach to another unit regardless of the units' army, corps, or division affiliations.

How To Attach

Remove attaching units and all accompanying markers from the map. The Manpower value of an attaching unit is added to the Manpower value of the unit to which it attaches; this unit receives a new Strength marker with an enhanced Manpower value.

Attachment Restrictions

Unity: A unit may not attach a portion of its strength to another unit. The whole unit must be attached (and the attaching unit is removed from the map).

Size: A unit may not attach to another unit if the addition of its Manpower value would raise the Manpower value of the unit remaining on the map above the following strengths:

- Infantry divisions may not be raised above a Manpower value of 12. **Note**: The Union division WS Smith enters the game with a 14 Manpower value. If it is reduced to a Manpower of 12 or less during play, the Union player may not increase its strength above 12 by attachment.
- Infantry brigades may not be raised above a Manpower value of 6.
- Infantry regiments may not be raised above a Manpower value of 2.
- Cavalry brigades may not be raised above a Manpower value of 2.

Confederate Named Infantry Brigades: Non-substitute Confederate infantry brigades (i.e., units with a person's name on the counter) may never attach to another unit. Only Confederate substitute infantry brigades may attach to another unit.

Union Infantry Divisions: Union infantry divisions may never attach.

Cavalry Brigades: Both players' cavalry brigades may never attach.

Union Marine Brigade: The Union Marine brigade (available to the Union player as a variable reinforcement; see 12.1) may never attach.

Determining Status After Attachment

Strength Marker: The unit to which a unit attached is assigned a new Strength marker on the same side (organized or disorganized) as the one it replaces. **Exception**: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the new Strength marker of the unit remaining on the map is placed on the same side as the attaching unit's Strength marker.

Fatigue, Exhaustion: If a unit attaches to a unit and the two units have different Fatigue Levels, the unit remaining on the map after attachment receives a Fatigue Level equal to the higher of the two levels. If a unit attaches to a unit and one of the units is exhausted and the other is on its normal side, the unit remaining on the map is flipped to (or remains on) its exhausted side.

Entrenchments: If an entrenched unit attaches to an unentrenched unit, the unit remaining on the map remains unentrenched. However, if an entrenched unit or unentrenched unit attaches to an entrenched unit, the unit remaining on the map remains entrenched.

Demoralized: If a unit attaches to a unit and at least one of the units is demoralized, the unit remaining on the map is assigned a demoralization level equal to the most severe level possessed by one of the units prior to attachment.

Artillery: If a unit attaches to another unit, assign the attaching unit's entire Artillery value to the unit to which it attaches. This unit receives a new Artillery marker with an enhanced Artillery value. **Exception**: see 7.3.

Supply: If a unit attaches to another unit, the supply status of the unit remaining on the map is unchanged. **Exception**: If the Manpower value of an attaching unit is greater than the Manpower value of the unit to which it attaches, the unit remaining on the map assumes the supply status of the attaching unit.

7.3 Substitutes And Artillery Values

If players wish, they may transfer Artillery Points to or from detaching and attaching units.

Detachment: If a substitute detaches from a unit, it may be assigned some or all of the Artillery points of the parent unit. If so, an Artillery marker equal to the Artillery value assigned to the substitute is placed under it. The substitute's Artillery value is subtracted from the parent unit's Artillery value, and the parent unit is assigned a new Artillery marker, reflecting its reduced value.

Attachment: If a unit attaches to another unit, assign the attaching unit's entire Artillery value (if any) to the unit to which it attaches. If necessary, this unit receives a new Artillery marker with an enhanced Artillery value.

Exception: A unit's maximum Artillery value after attachment or detachment is as follows: 1 for a cavalry unit; 1 for an infantry regiment; 3 for an infantry brigade; and 4 for a Union infantry division. Any excess Artillery value after attachment or detachment is permanently lost.

8.0 Confederate Forts

Several Confederate forts are printed on the map. These permanent forts are Confederate-controlled at the start of all scenarios, except Scenarios 10 and 11. Confederate permanent forts are not the same as Fort markers, which both players may build according to entrenchment rules (see *GCACW* Standard Rules, 9.0).

Effects Of Permanent Confederate Forts

- Union units may not enter or retreat into a hex containing an undestroyed Confederate fort hex. Similarly, Union leaders may not transfer or exert a command radius into or through an undestroyed fort hex.
- Union units adjacent to an undestroyed Confederate fort hex exert ZOC into the fort. However, an undestroyed fort is always considered Confederate-occupied when determining the effects of Union ZOC.
- Confederate fort hexes do not exert ZOC unless a Confederate unit occupies the hex.
- An undestroyed Confederate fort hex adjacent to a defending Union unit is considered "covered" for flank attack determination.
- Confederate units may enter fort hexes without restriction.
- Forts themselves may neither activate nor entrench.

Confederate Forts And Combat

All undestroyed Confederate forts have an intrinsic Combat value of 2 and an Artillery value of 2. **Exception**: For the five forts surrounding Vicksburg, these values may be decreased due to Union siege operations (see 14.3). Intrinsic Combat and Artillery values may only be used in defense; a fort hex may never join in a Confederate attack, although Confederate units in fort hexes may attack.

Union Attacks on Forts: Union units may attack an adjacent fort hex. (**Exception**: see "Prohibition," below.) If no Confederate units occupy the fort, the fort's intrinsic Combat and Artillery values are used to resolve the combat. If one or more Confederate units occupy the fort, the Confederate player's Combat and Artillery values are calculated by adding the fort's intrinsic values to the values of the Confederate units defending in the fort.

Prohibition on Union Attacks Against Fort Hexes: In a March or Assault action, the Union player may not attack an undestroyed Confederate fort hex *that is within two hexes of Vicksburg* if that hex contains one or more units *with a combined Manpower value of 5 or more* (not counting entrenchment effects), *entrenched to Breastwork-Complete level or higher*. The intrinsic Combat value of a permanent fort hex does not count towards this sum.

Special Fort Hex Properties:

- In Union attacks against an undestroyed Confederate fort hex *within two hexes of Vicksburg*, Union +1 or +2 artillery die roll modifiers are converted to 0 ("No Effect").
- All Confederate forts printed on the map occupy loess hexes. Refer to *TOM* Basic Rule 2.3 for the effects of loess on combat.
- Union siege operations may affect the five Confederate forts surrounding Vicksburg (see 14.1 and 14.3).
- A Union Gunboat Bonus is prohibited in any attack against an undestroyed fort hex.

Tactical Modifier: In Union attacks against undestroyed fort hexes, the Union player may never gain a favorable tactical modifier. If the Union player has a higher Tactical value than the Confederate player, or if no Confederate units occupy the fort, no tactical modifier is used. If the Confederate player has a higher Tactical value, the tactical modifier is applied normally.

Flank Attacks: In Union attacks against fort hexes, the Union player may never gain a flank attack bonus.

How Confederate Forts Are Destroyed

If the Confederate player suffers a combat result containing an "r" (retreat) or "R" (rout) in any Union attack against a Confederate fort hex, the fort is permanently destroyed. Any Confederate units in the fort hex must also retreat or rout. Place a Fort Destroyed marker in the hex. A Confederate fort is no longer considered to occupy that hex. **Note**: The five Confederate forts surrounding Vicksburg may also be destroyed by Union siege operations (see 14.3).

When calculating the defender's Combat value to determine the proper column to use on the Combat Chart, do not include the intrinsic Combat value of the fort. Combat results containing Manpower value losses, "f" (Fatigue 1), "F" (Fatigue 2), and "D" (disorganize) results have no effect on forts. However, these results affect Confederate units defending in the hex. A Manpower value loss may not be taken by a fort; if there are any units in the fort, they absorb the full manpower loss. The destruction of a fort does not count as a Manpower value loss for VP purposes in scenarios.

A destroyed fort is considered a Confederate redoubt hex for the rest of the scenario (see *GCACW* Standard Rules, 9.0). If Confederate units reenter the hex, they gain all benefits of a redoubt hex.

Entrenchment In Fort Hexes

Unentrenched Confederate units in a fort hex are treated as if they occupy a redoubt hex for entrenchment purposes. Thus, in a fort hex, unentrenched Confederate units have their Combat and Artillery values multiplied by 1.5 when defending. Units in forts may continue to entrench normally until they are under a Fort-Complete marker (which should not be confused with a permanent fort hex).

9.0 Confederate Railroad Movement

Only the Confederate player may move units by rail. However, if the city of Jackson has a Destroyed RR Station marker, the Confederate player may not move units by rail for the rest of the game.

Embarkation

Only "embarked" units may perform RR movement. The Confederate player may embark a unit for RR movement if it meets all of the following requirements:

- It must occupy an undamaged/undestroyed RR station. (Note that the cities of Vicksburg and Jackson both include RR stations.) **Exception**: Confederate units may not embark in the Grand Gulf (W4622) or Port Gibson (W5119) RR stations. Hence, the railroad connecting those two towns may not be used for railroad movement.
- It must be an infantry (not cavalry) unit.
- It must have a Fatigue Level of 0 or 1. It may be exhausted or demoralized.
- It must not occupy an enemy ZOC.
- There is no limit to the number of units that may embark each turn as long as the total Manpower value of all embarking units is 10 or less. **Note**: Confederate reinforcements conducting a rail movement upon arrival count against this limit (see 12.2).

To embark an eligible unit, the Confederate player selects that unit for a March action, and *the unit gains one Fatigue Level*. The unit may detach a substitute before the Fatigue Level is gained. An extended march never occurs due to RR embarkation. Instead of performing a march, the Confederate player places a "RR Movement" marker on the unit. The action ends, and a new Action Phase begins. An embarked unit may only move by rail; it

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may not move normally or entrench. A unit selected to participate in an Activate Leader action may not embark. A leader stacked in the same hex as an embarking subordinate unit may also embark. If an embarked unit had an Entrenchment marker, it is removed.

Disembarking

The Confederate player may "disembark" a unit, removing its RR Movement marker, any time he holds the initiative. There is no cost in Fatigue Levels to disembark. It is not an action. A unit *must* disembark under any of the following circumstances:

- The Action Cycle ends.
- An enemy unit moves into an adjacent hex.
- It finishes a rail move.

Note: Unlike city hexes in other *GCACW* games, a unit moving by rail does not have to disembark in the city of Jackson (E2712) when moving into the hex. All three RR lines in the hex connect together directly within the city and a unit may continue moving thru the hex by rail onto a different RR line without disembarking during a RR move. Similarly, units do not have to disembark at Bolton when moving by rail to/from the Raymond Branch RR and the Southern RR.

How RR Movement is Performed

To move an embarked unit by rail, the Confederate player activates that unit for a March action. (It may not move by rail as part of an Activate Leader action.) Subject to RR movement restrictions, he may then move the embarked unit up to 40 hexes, regardless of terrain, as long as the unit moves only across RR hexsides. As soon as the unit finishes its movement, it disembarks and its RR Movement marker is removed. The unit may end its move in any RR hex, not just in a RR station. The unit gains Fatigue Levels depending on how many hexes it moves:

Hexes Moved	Fatigue Level Gain
1 to 13	1
14 to 26	2
27 to 40	3

If a rail move would increase a unit's Fatigue Level above 4, a move of that distance is prohibited. An extended march never occurs due to RR movement. Leaders may accompany units moving by rail. In Rain turns, RR movement may take place with no detrimental effect.

RR Movement Limitations

A unit moving by rail is subject to the following limitations:

- It may not cross a hexside containing a destroyed bridge.
- It may not enter a hex containing a damaged or destroyed RR station.
- It may not enter an enemy ZOC or an enemy-occupied hex.

10.0 Union Naval Operations

The Union player may conduct three types of naval operations: Amphibious Invasions, River Transfers, and Water Evacuations. The Union player also has gunboats that can affect combat, but gunboat use is not considered a naval operation.

Naval Operations Limit: The Union player may conduct up to two naval operations per turn, a maximum of one of which may be an Amphibious Invasion. **Exception**: There is no limit to the number of Water Evacuations the Union player may conduct per turn. Note that the placement of Union reinforcements or wagons on the map does not count as a naval operation. (**Exception**: see 12.1.)

10.1 Amphibious Invasion

Starting on Turn 16, if the Union player holds initiative in an Action Phase, he may conduct an Amphibious Invasion instead of performing a normal action. He may conduct a maximum of one Amphibious Invasion per turn.

Target Hex: An Amphibious Invasion may only be directed against a landing hex *that does not contain a Union unit or depot*. The landing hex may or may not be Confederate-occupied. **Exceptions**: An invasion may not take place against a hex containing an undestroyed Confederate fort hex (see 8.0), nor may it be directed against the city of Vicksburg (W2414).

Participation: A maximum of one Union infantry unit may participate in an Amphibious Invasion. The unit's corps leader and one army or district leader may accompany it if already in the unit's hex or on the Turn Track with the unit. Only a unit satisfying any of the following conditions is eligible to be selected for the invasion:

- It must occupy a landing hex that is not in a Confederate ZOC, and must be at Fatigue Level 0 and not demoralized, disorganized, on its exhausted side, or out of supply. It may detach a substitute in its starting hex before initiating the invasion.
- It must be a reinforcement on the Turn Track currently scheduled to arrive in the current turn (see 12.0).
- It must be a unit currently occupying the Turn Track that conducted Special Road Transfer (see 10.2) and is eligible to arrive in the current turn.

Invasion Restrictions: If the Union player declares an Amphibious Invasion, he is limited in the selection of his target hex as follows:

- If the selected unit occupies a landing hex *south of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "25" or more), it may not conduct an Amphibious Invasion against any hex *north of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "23" or less).
- If the selected unit occupies a landing hex *north of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "23" or less), it may not conduct an Amphibious Invasion against any hex *south of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "25" or more).
- If the Confederate fort in Snyder's Bluff (W1410) is not destroyed, the selected unit may not conduct an Amphibious Invasion against Haynes Bluff (W1006).
- If the selected invading unit occupies a Turn Track box (i.e., a reinforcement or Special Road Transfer unit), it may invade either north or south of Vicksburg.

Fatigue Level: A Union unit initiating an Amphibious Invasion immediately gains 1 Fatigue Level.

Unopposed Invasion: If an Amphibious Invasion is directed against a hex that is not Confederate-occupied, the participating Union unit (and leaders, if any) are placed in the landing hex. The invasion is over, and a new Action Phase begins. (It may not attack enemy units adjacent to the invasion hex in the current Action Phase.) The Confederate player may initiate a cavalry retreat if one or more of his cavalry units are adjacent to the target hex. Such a retreat would have no impact on the invading unit.

Opposed Invasion: If an Amphibious Invasion is directed against a Confederate-occupied hex, the participating Union unit (and leaders, if any) are placed in an off-map area immediately adjacent to the invasion hex. If the invasion hex is occupied only by one or more Confederate cavalry units, those units may initiate a cavalry retreat. Such a retreat would have no impact

on the invading unit. If a cavalry retreat vacates the invasion hex, the Union player follows the rules for an unopposed invasion (see above). If the invasion hex remains Confederate-occupied, the Union player must conduct an attack against those Confederate units occupying the hex. This combat is conducted normally with the following exceptions:

- The Union player may never receive a flank bonus or a positive artillery modifier. **Exception**: If the invasion hex has a Flanks Refused marker, the Union player receives a +1 combat die roll bonus.
- The invasion is not considered a March or Assault action, so no combat die roll modifiers are applied for those actions.
- The Union player receives a +1 Gunboat Bonus combat die roll modifier (see 10.4).
- The Confederate player receives a special +2 combat die roll modifier in addition to other modifiers when defending against an Amphibious Invasion.

Combat results are applied normally. **Exceptions**: If the Union player's combat result includes an "a" (Advance), the invasion has succeeded, and the invading unit (and leaders, if any) *must* be placed in the invasion hex upon the retreat or rout of Confederate units. The invasion then ends. If the Union player's combat result does not include an "a," the invasion has failed. In that event, Confederate units remain in the hex, although the Confederate player may conduct a Defender's Retreat Option (see Standard Rules, 7.6). The invading unit is placed on the Turn Track two turns ahead of the current turn, with a Fatigue Level of 0 and an organized Strength marker. When that turn begins, that unit (and any leaders) become available as Union reinforcements (see 12.1).

10.2 River Transfer

Starting on Turn 5, if the Union player holds initiative in an Action Phase, he may conduct a single River Transfer instead of performing a normal action. Each transfer is a naval operation, so he may conduct no more than two River Transfers per turn.

Target Hex: The hex to which a Union unit wishes to perform a River Transfer *must be a landing hex containing a Union unit or depot*. (**Exception**: Bruinsburg (W5228) does not need to be Union-occupied.) The hex may be in an enemy ZOC.

Participation: A maximum of one undemoralized Union infantry or cavalry unit may participate in each River Transfer. If the transferring unit is infantry, its corps leader and one army or district leader may accompany it if already in the same hex as the unit. A unit selected for River Transfer must occupy a landing hex that is not in a Confederate ZOC, and must be at Fatigue Level 0. It may be out of supply, demoralized, disorganized, and/or exhausted. (**Exception**: see Special Road Transfer, below.) A unit may detach a substitute in its starting hex before transferring.

Transfer Restrictions: If the Union player declares a River Transfer, he is limited in the selection of his target hex as follows:

- If the selected unit occupies a landing hex *south of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "25" or more), it may not transfer to any hex *north of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "23" or less). **Exception**: see "Special Road Transfer," below.
- If the selected unit occupies a landing hex *north of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "23" or less), it may not transfer to any hex *south of Vicksburg* (i.e., any landing hex on the West map whose first two digits number "25" or more). **Exception**: see "Special Road Transfer," below.
- If the Confederate fort in Snyder's Bluff (W1410) is not destroyed, a Union unit may not perform a River Transfer to Haynes Bluff (W1006), nor may a Union unit occupying Haynes Bluff perform a River Transfer.

Fatigue Level: A Union unit initiating a River Transfer immediately gains 1 Fatigue Level.

River Transfer Execution: To perform a River Transfer, the Union player places the transferring unit in the target hex. This ends the transfer. A new Action Phase begins. The transferring unit may not attack enemy units adjacent to the target hex during the transfer, although the Confederate player may initiate a cavalry retreat if one or more of his cavalry units are adjacent to the target hex. Such a retreat would have no impact on the transferring unit.

Special Road Transfer: Starting on Turn 16, if the Union player declares a River Transfer, he may ignore Transfer Restrictions by declaring a "Special Road Transfer." (**Exception**: The Snyder's Bluff – Haynes Bluff restriction, above, must still be adhered to.) The selected unit must be at Fatigue Level 0, in supply, and not demoralized, exhausted, or disorganized. A Special Road Transfer simulates a combined land-water movement, partly in Louisiana on the west side of the Mississippi River, to bypass Confederate artillery positions at Vicksburg. If a Special Road Transfer is declared, the transferring unit is removed from the map and is placed on the Turn Track one box ahead of the current turn. When the Turn marker enters the Turn Track box occupied by this unit, it may enter play as a Union reinforcement, following normal reinforcement rules (see 12.1), or it may conduct an Amphibious Invasion. (An Amphibious Invasion counts towards the limit of two naval operations per turn; however, if a unit reenters as a reinforcement, it does not count towards this limit.) The Union player may delay the reentry to the map of a unit performing a Special Road Transfer for as long as he wishes.

10.3 Water Evacuation

Union infantry and cavalry units (not wagons) defending in a hex including at least one Mississippi or Yazoo River hexside may ignore retreat requirements of "r" (retreat) or "R" (rout) combat results, or in a cavalry retreat, and instead perform a Water Evacuation. The units suffer normal Manpower value loss (if any) in the combat (thereby awarding the Confederate player VP), but do not sustain further loss in the evacuation. The Union player may also declare a Water Evacuation as part of a Defender's Retreat Option (see Standard Rules, 7.6). If the Union player declares a Water Evacuation, the affected military unit(s) and all leaders in the hex are removed from the map and placed on the Turn Track two boxes ahead of the current turn on their normal sides at Fatigue Level 0, with organized Strength markers. Demoralized and Out of Supply markers (if any) are removed. When the Turn marker enters the box occupied by these units, they may enter play as Union reinforcements following normal reinforcement rules (see 12.1), or they may conduct an Amphibious Invasion.

10.4 Union Gunboats

A Union Gunboat Bonus applies in combat if a Union or Confederate unit is defending in a hex including at least one Mississippi or Yazoo River hexside. In this event, the Union player adds 1 to his combat die roll in addition to other modifiers. This modifier also applies in an opposed Union Amphibious Invasion (see 10.1). The bonus may be applied an unlimited number of times per turn. Two Union Gunboat counters are provided. They have no function other than to remind players of the bonus.

Gunboat Bonus Restrictions: The following restrictions apply to the Union Gunboat Bonus:

- The Gunboat Bonus is not in effect until Turn 6 and after.
- A Gunboat Bonus is prohibited in any attack against an undestroyed fort hex (see 8.0). The bonus may be applied in combat taking place in redoubt hexes (i.e., Vicksburg, Warrenton, and Grand Gulf).
- If the Confederate fort in W1410 (Snyder's Bluff) is undestroyed, a Union Gunboat Bonus may not be applied in all hexes on the West map whose first two digits number "13" or less.

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11.0 Manpower Adjustments

Starting in the Turn 10 (for the Union) or Turn 20 (for the Confederate) Manpower Adjustment Segment of the Strategic Cycle, the players determine whether they must reduce or gain Manpower value for one or more of their infantry (not cavalry or wagon) units. (In the Turns 5, 10, and 15 Manpower Adjustment Segments, the Confederate player automatically gains manpower; see 11.2.) A player is free to select infantry units anywhere *on the map* for manpower gain or loss as he wishes, with the following exceptions:

- A maximum of 1 Manpower value point may be added to or subtracted from a given unit per Manpower Adjustment Segment.
- A unit may not be increased over the following Manpower value limits by adding manpower to it:
  - Infantry divisions may not be raised above a Manpower value of 12. (The Union division WS Smith enters the game with a 14 Manpower value; if it is reduced to a Manpower of 12 or less during play, the Union player may not increase its strength above 12 by manpower adjustment.)
  - Infantry brigades may not be raised above a Manpower value of 6.
  - Infantry regiments may not be raised above a Manpower value of 2.
- A unit may not be eliminated by adjusting its manpower downward.
- A unit may not be selected for manpower gain or loss if it is completely surrounded by enemy units, enemy ZOC (even if friendly-occupied), or impassable hexsides. All mapedge hexsides are considered impassable to Union units. However, if a Confederate unit may exit the map from a mapedge hex (see 17.0), that hexside is not considered impassable.
- Confederate manpower adjustments must never be made to units belonging to Johnston's Army of Relief (see 15.0).

Note: Manpower loss due to manpower adjustment does not trigger VP loss.

11.1 Union Manpower Adjustments

Starting on the Turn 10 Manpower Adjustment Segment of the Strategic Cycle and continuing for the rest of the game, the Union player rolls a die and consults the Union Manpower Adjustment Table. That die roll may be modified (see below). Union manpower adjustments may be applied to out of supply units.

Federal entrenchments near Vicksburg

Union Manpower Adjustment Table

Modified Die	Manpower Adjustment
2 or less	Lose 4 MVP
3	Lose 3 MVP
4-5	Lose 2 MVP
6-7	Lose 1 MVP
8-10	No Effect
11 or more	Gain 1 MVP

MVP: Manpower Value Point

Die Roll Modifiers (cumulative):

+4 If Vicksburg is besieged.
+1 If Union manpower losses due to combat, retreat, or cavalry retreat total from 10 to 19 (inclusive).
+2 If Union manpower losses due to combat, retreat, or cavalry retreat total from 20 to 29 (inclusive).
+3 If Union manpower losses due to combat, retreat, or cavalry retreat total 30 or more.
+1 If a Decreased Siege Attrition strategic event has occurred (see 3.0).
-1 If an Increased Siege Attrition strategic event has occurred (see 3.0).

11.2 Confederate Manpower Adjustments

Turns 5, 10, 15 Strategic Cycles: In the Manpower Adjustment Segments of the Turn 5, 10, and 15 Strategic Cycles, the Confederate player *automatically* gains 1 infantry Manpower value point. He does not have to roll a die to make this determination.

Strategic Cycles Starting Turn 20: Starting on the Turn 20 Manpower Adjustment Segment of the Strategic Cycle and continuing for the rest of the game, the Confederate player rolls a die and consults the Confederate Manpower Adjustment Table. That die roll may be modified (see below).

Confederate Manpower Adjustment Table

Modified Die	Manpower Adjustment
-1 or less	Lose 2 MVP
0	Lose 1 MVP
1-2	No Effect
3-6	Gain 1 MVP
7	Gain 2 MVP
8 or more	Gain 3 MVP

MVP: Manpower Value Point

Die Roll Modifiers (cumulative):

-1 If Vicksburg is besieged, and the Vicksburg Siege Duration is 19 or less.
-2 If Vicksburg is besieged, and the Vicksburg Siege Duration is 20 to 39, inclusive.
-3 If Vicksburg is besieged, and the Vicksburg Siege Duration is 40 or more.
-1 If Confederate manpower losses due to combat, retreat, or cavalry retreat total from 0 to 5 (inclusive).
+1 If Confederate manpower losses due to combat, retreat, or cavalry retreat total 10 to 19 (inclusive).
+2 If Confederate manpower losses due to combat, retreat, or cavalry retreat total from 20 to 29 (inclusive).
+3 If Confederate manpower losses due to combat, retreat, or cavalry retreat total 30 or more.

+1 If a Decreased Siege Attrition strategic event has occurred (see 3.0).
-1 If an Increased Siege Attrition strategic event has occurred (see 3.0).

Historical note: During the siege, Pemberton's "present for duty" manpower increased significantly because the number of wounded men in Vicksburg hospitals returning to duty outnumbered those lost due to attrition.

12.0 Reinforcements

Both players have "constant" and "variable" reinforcements. The Union player also has a "special" reinforcement that may arrive due to a "Port Hudson" strategic event (see 3.0). At the start of the game, the players place their constant reinforcements on the Turn Track in the boxes corresponding to the turns of their arrival as listed in Scenario 12 setup instructions. Variable and special reinforcements enter the game as Strategic Events Table results.

Reinforcement Placement: A player may only place one of his reinforcements on the map if he holds the initiative in an Action Phase. If a player has multiple reinforcements available in a turn, they must be placed in separate Action Phases. *Reinforcement placement is a special action in which a reinforcing unit is placed on the map on its normal side at Fatigue Level 1 with an organized Strength marker.* As soon as a reinforcement is placed, the Action Phase is over and a new one begins. (**Exception**: The Confederate player may sometimes move a reinforcement by rail in the same Action Phase in which it is placed; see 12.2.) Leaders must enter the map attached to a subordinate unit; they may not arrive alone. Reinforcements may not be placed in an enemy-occupied hex, but may be placed in enemy ZOC. They may not attack in the Action Phase in which they are placed. The opposing player may initiate a cavalry retreat if one or more of his cavalry units are adjacent to the entry hex. Such a retreat would have no impact on the arriving unit.

Reinforcement Arrival: Players may withhold the entry of any reinforcements and place them in any subsequent turn. In the Turn Track Segment of the Turn Indication Phase, if one or more available reinforcements have not been placed on the map, they are shifted to the next box on the Turn Track. Also, random events (see 2.0), strategic events (see 3.0), and pre-game events (see 19.2) may affect reinforcements' arrival.

12.1 Union Reinforcements

Union reinforcements must be placed in a landing hex. If that hex does not contain a Union unit or depot, the placement of those reinforcements is considered an Amphibious Invasion. (This counts against the Union player's limit of two naval operations per turn and may not take place until Turn 16 or later; see 10.1. **Exception**: The placement of a Union reinforcement in Bruinsburg (W5228) is not considered an Amphibious Invasion if a Union unit or depot is not situated in that hex; it is only an invasion if Bruinsburg is Confederate occupied.

Yazoo River: A maximum of two Union reinforcements (not counting leaders) may be placed per turn in Yazoo River landing hexes. These two reinforcements may be placed in the same landing hex or different landing hexes.

Constant Reinforcements

Union constant reinforcements are listed in the Scenario 12 Union setup instructions.

Variable Reinforcements

If the "Union Variable Reinforcement" result is obtained on the Strategic Events Table (see 3.0), the Union player receives a single reinforcing unit, chosen in order from the following list, with a Manpower value as indicated in the Scenario 12 Union setup instructions. The unit is placed on the Turn Track one turn ahead of the current turn and may arrive as a reinforcement during that turn.

1. Marine infantry brigade
2. 3 IO cavalry regiment
3. 2 WI cavalry regiment
4. Reid infantry brigade

Marine Brigade Restrictions: The Union Marine brigade must remain in the landing hex in which it is placed for the duration of the game. However, if it is forced to retreat from this hex due to combat, it is released from this restriction. It may never attach to another unit, nor may another Union unit attach to it (see 7.2).

Special Reinforcements

The Union player may receive Grover's division as a reinforcement, with a Manpower value of 8, due to a "Port Hudson" Strategic Events Table result (see 3.0).

12.2 Confederate Reinforcements

Confederate reinforcements must be placed in a map location corresponding to their arrival site, which is specified in Scenario 12 setup instructions. There are five possible Confederate reinforcement arrival sites:

- Madison County
- Jackson
- Copiah County
- Claiborne County
- Yazoo River

Confederate reinforcements must be placed in a road or railroad hex. Under some circumstances they may be placed with a RR Movement marker, indicating that they are already embarked and may move by rail in the same action in which they are placed on the map. The placement of a RR Movement marker on a Confederate reinforcement is voluntary. Reinforcements moving by rail upon arrival count against the Confederate player's per-turn RR movement limitation.

Constant Reinforcements

Confederate constant reinforcements are listed in the Scenario 12 Confederate setup instructions.

Madison County: These reinforcements (Featherston's infantry brigade and Cosby's and Whitfield's cavalry brigades) may be placed in any of the following four hexes:

E0404*
E0604 (Canton)
E1204
E1504

* If Featherston's brigade is placed in hex E0404, the Confederate player may place a RR Movement marker on it, and it may immediately move by rail as part of the same action in which it is placed on the map. If so, the unit gains a number of Fatigue Levels equal to its rail movement distance (see 9.0), and these Fatigue Levels are added to the Fatigue Level 1 marker the unit gained upon placement on the map.

Jackson: The Confederate player has several options for Jackson reinforcements. **Historical note**: Confederate reinforcements arriving in the Jackson area were drawn from either Beauregard's command in South Carolina, or from Bragg's Army of Tennessee.

- *Hex E2712 (Jackson), if its RR Station is Undestroyed*: If a reinforcement is placed in Jackson, the Confederate player may place a RR Movement marker on it, and it may immediately move by rail. If so, the unit gains a number of Fatigue Levels equal to its rail movement distance (see 9.0), and these Fatigue Levels are added to the Fatigue Level 1 marker the unit gained upon placement on the map.

- *Hex E2712 (Jackson), if its RR Station is Destroyed*: The Confederate player may place the reinforcement in Jackson, but it gains a Fatigue Level 3 marker upon placement, not Fatigue Level 1. The unit may not move by rail after its placement on the map.

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- *Hex E1706 (Johnson Ferry), if the ferry in that hex is Undestroyed*: The Confederate player may place the reinforcement in E1706, but it gains a Fatigue Level 3 marker upon placement, not Fatigue Level 1. A reinforcement may not be placed in E1706 if that ferry is destroyed.

- *Hexes E0604 (Canton), E1204, or E1504*: The Confederate player may place the reinforcement in any of these three hexes with a Fatigue Level 3 marker upon placement, not Fatigue Level 1. If the unit is placed in E0604 (Canton), it may not be placed with a RR Movement marker, although it may move by rail in a later Action Phase.

Copiah County: The Confederate player has several options for his two Copiah County reinforcements (Gregg's and Maxey's brigades). **Historical note**: Confederate reinforcements arriving in Copiah County were drawn from the Port Hudson garrison.

- *Hex E5821:* When a reinforcement is placed in E5821, the Confederate player may place a RR Movement marker on it, and it may immediately move by rail. If so, the unit gains a number of Fatigue Levels equal to its rail movement distance (see 9.0), and these Fatigue Levels are added to the Fatigue Level 1 marker the unit gained upon placement on the map. **Exception**: A RR Movement marker may not be placed on the reinforcement if a Union unit occupies hex E5722 (Hazlehurst), although in this case the unit may still be placed in hex E5821 *without* a RR Movement marker.

- *Hexes E5818 or E5819 and E5822 to E5824:* The Confederate player may place the reinforcement in any of these hexes.

Claiborne County: This reinforcement (1 MS cavalry regiment) may be placed in any of the following four hexes:

W5815
W5816
W5818
W5820

Yazoo River: This reinforcement (Waul TX Leg infantry regiment) is placed in hex W1410 (Snyder's Bluff). If this hex is Union-occupied, the reinforcement may either arrive in W1006 (Haynes Bluff) in the current arrival turn (if that hex is not Union-occupied), or it may arrive the following turn (also at Fatigue level 1) in hex E0431.

Variable Reinforcements

If the "Confederate Variable Reinforcement" result is obtained on the Strategic Events Table (see 3.0), the Confederate player receives Taliaferro's infantry brigade as a "Jackson" reinforcement with a Manpower value of 3. This unit is placed on the Turn Track one turn ahead of the current turn and may arrive as a reinforcement during that turn. Any Confederate Army of Relief division leader may activate Taliaferro. A Confederate Variable Reinforcement result obtained after this is converted to "No Effect."

13.0 Confederate Reorganization

The Confederate player may perform army reorganizations at various times in the game.

13.1 Walker's Division

In the Confederate Reorganization Segment of any Strategic Cycle starting with Turn 20, the Confederate player may create a new division with the leader Walker. This decision may only be made once per game. Upon its creation, Walker's division is subordinate to the Army of Relief leader Johnston. To create Walker's division, the Confederate player follows this procedure:

1. The Confederate player removes Walker's infantry brigade from the map and replaces it with Wilson's brigade, retaining the same unit, fatigue and strength marker status possessed by Walker upon its removal. If Walker's brigade has been destroyed, skip this step.

2. The following four infantry brigades are assigned to Walker's division:

   Wilson, Gregg-A, Ector-A, Gist-A

   The Confederate player removes the current Gregg, Ector, and Gist counters from the map and replaces them in the hexes they occupy with the Gregg-B, Ector-B, and Gist-B versions, indicating that these brigades now belong to Walker's division. (**Exception**: If Gregg's brigade has been released to the AM [see 15.0], it is not replaced unless Gregg first transfers back to the AR; see 13.3.) The division may still be created if one or more of these brigades have been destroyed.

3. The Confederate player places the leader Walker on any of the brigades listed above.

13.2 French's Division

In the Confederate Reorganization Segment of any Strategic Cycle starting with Turn 50, the Confederate player may create a new division with the leader French. This decision may only be made once per game. Upon its creation, French's division is subordinate to the Army of Relief leader Johnston. The following exceptions apply:

- If the Army of Relief marker occupies Box 5 (see 15.0), the Confederate player may create French's division in any succeeding Confederate Reorganization Segment.

- A "French Arrives Early" event on the Strategic Events Table result allows the Confederate player to create French's division earlier than Turn 50 (see 3.0).

To create French's division, the Confederate player follows this procedure:

1. The following three infantry brigades are assigned to French's division:

   Evans, McNair, Maxey

   The Confederate player removes the Evans-A, McNair-A, and Maxey-A counters from the map and replaces them in the hexes they occupy with the Evans-B, McNair-B, and Maxey-C (not B) versions, indicating that these brigades now belong to French's division. The division may still be created if one or more of these brigades have been destroyed.

2. The Confederate player places the leader French on any of the brigades listed above.

13.3 Transfer to Army of Relief

In the Confederate Reorganization Segment of any Strategic Cycle, the Confederate player may select one or more infantry units and division leaders belonging to Pemberton's Army of Mississippi and transfer them to Johnston's Army of Relief (see 15.0). This affiliation change is voluntary, but once it is made, it may never be reversed. A unit may transfer only if all of the following conditions are in effect:

- Vicksburg must currently be besieged (see 14.1).

- The unit(s) to be transferred must be situated ten or more hexes away from Vicksburg (W2414), regardless of terrain, counting by the shortest possible path.

- The unit(s) to be transferred must be situated in a hex that satisfies the requirements of "Army of Relief Movement Restrictions." The location of such an eligible hex depends on the box currently occupied by the Army of Relief marker on the Army of Relief Track (see 15.0).

The Confederate player notes the name of each transferring unit on a piece of paper. He may also wish to place an "Army of Relief" marker on the unit to indicate the unit's new command affiliation. All transferring units belong to the AR for the rest of the game and no longer are subordinate to the AM. **Note**: If Gregg's brigade or any units in Loring's division transfer, use those units' "B" version to indicate their subordination to Johnston's AR (e.g., "Buford-B"). Hence, Army of Relief markers are unnecessary for those units upon transfer.

14.0 Union Siege Operations

During the game, Vicksburg (W2414) may become "besieged." If so, several special rules are triggered.

14.1 Vicksburg Siege Phase

In the Vicksburg Siege Phase of each turn, the Confederate player must determine if Vicksburg is besieged. This determination is made only if *at least one undemoralized Union infantry division is situated three or fewer hexes from Vicksburg*; otherwise, this phase is skipped. (**Exception**: Union infantry divisions occupying hexes W 2114, W2115, and W2214 [Race Course] are ignored in this determination and are not considered "three or fewer hexes from Vicksburg.") This phase is also skipped if Vicksburg has surrendered (see 17.0) or if an undemoralized Union infantry division occupies Vicksburg.

Vicksburg Besieged Check: To determine if Vicksburg is besieged, the Confederate player must attempt to trace a "Line of Communication" (LOC) from Vicksburg to any hex on the north or east mapedge (see below). The "north mapedge" includes any East or West map hex whose first two digits number "04"; the "east mapedge" includes any hex on the East map with at least one Pearl River hexside *or* whose last two digits number "04."

Line of Communication: An LOC is a continuous path of hexes of any length. The LOC may not enter a hex occupied by an undemoralized Union infantry unit or an undemoralized Union infantry unit's ZOC (restricted or unrestricted), *even if that ZOC is Confederate-occupied*. (Vicksburg itself may be in a Union ZOC.) Union cavalry and wagons are ignored when tracing an LOC. Terrain has no impact on *tracing* an LOC; hence, an LOC may cross all river hexsides and enter swamp hexes across hexsides untraversed by roads. However, for LOC purposes, Union ZOC are affected normally by terrain. For example, Union ZOC do not extend across swamp hexsides untraversed by roads; but they extend normally across all bluff hexsides. (**Exception**: For LOC purposes, in Rain turns Union ZOC extend across creek hexsides untraversed by roads.)

If the Confederate player can trace an LOC successfully, Vicksburg is not besieged; play proceeds normally. However, if the Confederate player cannot trace an LOC, Vicksburg is besieged.

Besieged Effects: If Vicksburg is besieged during the Vicksburg Siege Phase, the following special rules apply:

- A "Vicksburg Besieged" marker is immediately placed (or remains) in Vicksburg as a reminder that the city is currently besieged.
- The first turn that Vicksburg is besieged, place the "Vicksburg Siege Started" marker in the Turn Track box corresponding to that turn.
- The "Vicksburg Siege Duration" number is increased by one on the Vicksburg Siege Track (see below).
- The Action Cycle of the following turn may randomly end with tied initiative dice rolls (see 5.0).
- In the Vicksburg Fort Degradation Segment of each Strategic Cycle, the five Confederate forts surrounding Vicksburg may be "degraded" (see 14.3).
- In the Vicksburg Garrison Demoralization Segment of each Strategic Cycle, Confederate units of the "Vicksburg Garrison" may become demoralized (see 14.4).
- Vicksburg may surrender (see 17.0).
- Both players receive die roll modifiers on their Manpower Adjustment Tables (see 11.0).
- The Union Mine Operations strategic event may have an effect (see 14.5).
- The Confederate fort hexes Drumgould's Bluff (W1711) and Walnut Hills (W2011) may be automatically destroyed (see below).

Unbesieged Effects: If the Confederate player can trace an LOC successfully, Vicksburg is not besieged, and the following rules apply:

- If Vicksburg currently has a Vicksburg Besieged marker, it is removed. Place a "Vicksburg Siege Broken" marker in the box corresponding to the current turn on the Turn Track as a reminder that the Vicksburg Siege Duration number is not increased by 1 in the current turn.
- If Vicksburg currently has a Vicksburg Garrison Demoralized marker, it is removed, and the effects of demoralization no longer apply (see 14.4).

Vicksburg Siege Track: The Vicksburg Siege Track records the number of days Vicksburg has been besieged during the game, which may impact several game functions. This number is known as the "Vicksburg Siege Duration" and is recorded with "Vicksburg Siege Duration x1" and "Vicksburg Siege Duration x10" track markers. These markers are placed in the "0" and "00" boxes on the Vicksburg Siege Track at the start of the game. As the Vicksburg Siege Duration number increases for each turn Vicksburg is besieged, these markers are adjusted accordingly on the track. **Note**: The "Vicksburg Siege Duration" does not necessarily indicate the number of *continuous* days of siege; it is only meant to indicate the total number of days the siege has been in effect. If Vicksburg becomes unbesieged, the Vicksburg Siege Duration markers are not reset to 0, and they do not advance until Vicksburg becomes besieged again.

Drumgould's Bluff and Walnut Hills Forts: If the Vicksburg Siege Duration number reaches 20 in the Vicksburg Siege Phase, the Confederate forts Drumgould's Bluff (W1711) and Walnut Hills (W2011) are automatically destroyed, assuming one or both are not already destroyed. Place Destroyed Fort markers in the affected hexes. Confederate units occupying the destroyed forts are eliminated. Eliminated units' Manpower value loss (not the forts' intrinsic Combat values) results in normal VP gain for the Union player. **Exception**: If a fort is currently occupied by a Confederate AR unit (see 15.0), it is not destroyed, and for the rest of the game, it may only be destroyed due to a Union attack.

14.2 Vicksburg Garrison

If Vicksburg is besieged, the Confederate player may at various points during a turn have to determine which of his units comprise the "Vicksburg Garrison." A Confederate unit or leader is considered part of the Vicksburg Garrison only if it meets *both* of the following criteria:

- It must belong to the Army of Mississippi, not the Army of Relief (see 15.0); and,
- It must be situated *four or fewer hexes* from Vicksburg (W2414). Terrain and the presence of Union units or ZOC has no effect on this determination.

Assuming Vicksburg is besieged, the Confederate player determines the composition of the Vicksburg Garrison at the following points. **Note**: The composition of the Garrison may change during the course of a turn.

- In the Strategic Cycle at the start of the Vicksburg Garrison Demoralization Segment
- At the start of the Recovery Phase
- At the instant of combat

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- At the moment the Confederate player surrenders Vicksburg voluntarily or involuntarily (if Vicksburg is besieged); see 17.0.

The Vicksburg Garrison has the following impacts on game play:

- Units comprising the Garrison suffer adverse combat effects due to demoralization (see 14.4).

- Vicksburg fort degradation and demoralization die rolls (see 14.3 and 14.4) may be modified if the total Manpower value of the Garrison is 40 or less.

- In the Recovery Phase, if Vicksburg is besieged, units belonging to the AM occupying Warren County may not entrench if they are *not* part of the Vicksburg Garrison. (Remember that if Vicksburg is not besieged, the Confederate player does not determine the composition of the Garrison.)

14.3 Vicksburg Fort Degradation

Five permanent Confederate fort hexes surround the city of Vicksburg:

Fort Hill (W2314)
Stockade Redan (W2413)
Railroad Redoubt (W2514)
Square Fort (W2614)
South Fort (W2615)

Fort Degradation Segment: In the Vicksburg Fort Degradation Segment of each Strategic Cycle, the Union player determines if one or more of these five Confederate fort hexes can be "degraded." The Union player may only attempt to degrade a fort hex if it meets all of the following conditions:

- Vicksburg is currently besieged (see 14.1).

- The fort does not contain a Fort Destroyed marker.

- One or more Union infantry units with a combined Manpower value of 5 or more (not counting entrenchment effects) are situated in a hex adjacent to the fort hex. Among those units, at least 5 points of Manpower value must be entrenched to Breastwork-Complete level or higher.

Fort Degradation Procedure: For each Confederate fort meeting the above criteria, the Union player rolls a die. In each Vicksburg Fort Degradation Segment, the Union player may make a maximum of one degradation die roll per eligible fort, even if that fort is situated adjacent to more than one Union-occupied hex meeting the conditions listed above. This die roll may be modified (see below).

- On a *modified roll of 3 or less*, there is no effect.

- On a *modified roll of 4 or more*, the fort is degraded. If this is the first time the fort has been degraded, the Union player places a Fort Degrade 1 marker on the fort. If the fort already has a Fort Degrade marker, the marker's value is increased by 1. If the fort already has a Fort Degrade 4 marker, replace the Fort Degrade marker with a Fort Destroyed marker.

Fort Degradation +1 Die Roll Modifiers: Each fort degradation die roll may be modified as follows. (Modifiers are cumulative.)

+1: If the Vicksburg Siege Duration number (see 14.1) is 30 or more.
+1: If the total Manpower value of the Vicksburg Garrison (see 14.2) is 40 or less. **Exception**: If a fort for which a degradation die roll is being made is occupied by one or more Confederate units with a combined Manpower value of 10 or more (not counting entrenchments or the fort's intrinsic Combat value), this +1 modifier is ignored if at least 10 Manpower points among the units in that fort are entrenched to Breastwork-Complete level or higher.

Special Mine Operation, Turns 60 and 65: After conducting the normal fort degradation procedure, in the Turn 60 and 65 Vicksburg Fort Degradation Segments, the Union player is allowed to conduct a special Mine Operation, *but only if, in both Turns 60 and 65, none of the five forts surrounding Vicksburg are destroyed*. If that condition is fulfilled, the Union player may immediately conduct a special Mine Operation on Turn 60 and another on Turn 65 according to the same procedure described in "Union Mine Operations" (see 14.5).

Fort Degradation Effects: Fort Degrade markers have the following effects:

Fort Degrade 1: The fort's intrinsic Artillery value is reduced from 2 to 1.

Fort Degrade 2: The fort's intrinsic Artillery value is reduced from 1 to 0.

Fort Degrade 3 and 4: The fort's intrinsic Manpower and Artillery values are 0.

Fort Destroyed: Place a Fort Destroyed marker on a fort if its Fort Degrade marker increases above level 4. A permanent Confederate fort is no longer considered to occupy that hex (although a Confederate redoubt exists in that hex for the rest of the scenario; see Standard Rules, 9.0).

Note: The Union player is still prohibited from attacking any undestroyed Confederate permanent fort within two hexes of Vicksburg if the conditions specified in Section 8.0, "Prohibition on Union Attacks Against Fort Hexes," apply.

14.4 Vicksburg Garrison Demoralization Segment

In the Vicksburg Garrison Demoralization Segment of a Strategic Cycle, the Confederate player must determine if his Vicksburg Garrison becomes demoralized if *all* of the following conditions are in effect:

- Vicksburg does not already possesses possess a "Vicksburg Garrison Demoralized" marker (see below); and

- Vicksburg is besieged; and,

- The Vicksburg Siege Duration number is 30 or more.

If all the conditions listed above are fulfilled, the Confederate player rolls a die. This roll may be modified (see below). There are two possible results: "No Effect" and "Vicksburg Garrison Demoralized":

- If the modified roll is *3 or less*, the result is No Effect.

- If the modified roll is *4 or more*, the result is Vicksburg Garrison Demoralized (see below).

Garrison Demoralization Die Roll Modifiers: The following modifiers apply to the Vicksburg Garrison Demoralization Segment die roll. All modifiers are cumulative.

-2: If the Vicksburg Siege Duration number is 30 to 34 (inclusive).
+1: If the Vicksburg Siege Duration number is 40 or more.
+2: If the RR station at Jackson (E2712) is destroyed.
+1: For *each* of the five Confederate fort hexes surrounding Vicksburg (see 14.3) containing a Fort Destroyed marker.
-1: If the Army of Relief marker occupies Box 5 on the Army of Relief Track.
+1: If the total Manpower value comprising the Vicksburg Garrison (see 14.2) is 40 or less.

Effects of Demoralization: If, in the Vicksburg Garrison Demoralization Segment, the result is "Vicksburg Garrison Demoralized," the Confederate player places the Garrison Demoralized marker in Vicksburg and the following rules take effect. Note that these effects may change as the Vicksburg Siege Duration number increases.

- If the Vicksburg Siege Duration number is between 30 and 39 (inclusive), the Confederate player subtracts 1 from his combat die rolls in

any combat (attack or defense) involving one or more units belonging to the Vicksburg Garrison (even if non-garrison units are involved in the combat), in addition to other modifiers. Also, all Confederate units belonging to the Vicksburg Garrison have Artillery values of 0.

- If the Vicksburg Siege Duration number is 40 or more, the Confederate player subtracts 2 from his combat die rolls in any combat (attack or defense) involving one or more units belonging to the Vicksburg Garrison (even if non-garrison units are involved in the combat), in addition to other modifiers. Also, all Confederate units belonging to the Vicksburg Garrison have Artillery values of 0.

Note: A Vicksburg Garrison Demoralized result does not cause Confederate units themselves to become demoralized, although they may become demoralized individually due to combat results.

Removal of Garrison Demoralized Marker: If the Garrison Demoralized marker occupies Vicksburg, and in a subsequent Vicksburg Siege Phase the players determine that Vicksburg is not besieged, the Garrison Demoralized marker is removed from the map and the effects of that marker no longer apply.

14.5 Union Mine Operations

The Union player may immediately conduct a Mine Operation in the current Strategic Segment if a "Union Mine Operation" strategic event has occurred on the Strategic Events Table (see 3.0) and *both* of the following conditions are in effect:

- Vicksburg is besieged (see 14.1); and,
- One or more Confederate forts currently have Fort Degrade 2, 3 or 4 markers.

If one or both of the above conditions are not in effect, a Union Mine Operations strategic event is converted to "No Effect." **Note**: The Union player may choose not to conduct a Mine Operation due to the possibility of Manpower value loss, which will not only trigger a loss of Union VP, but may also cause the affected Union unit to drop below the 5 Manpower value requirement to attempt the degradation of an adjacent Confederate fort (see 14.3).

To conduct a Mine Operation, the Union player must immediately choose one Confederate fort with a Fort Degrade 2, 3 or 4 marker that is adjacent to one or more Union infantry divisions. The Union player rolls a single die to determine the result of the mine operation:

- On a roll of 1, the mine operation succeeds. The Fort Degrade level marker of the chosen fort is increased by 2. **Exception**: If the fort was at Fort Degrade 3 or 4, the marker is replaced with a Fort Destroyed marker.
- On a roll of 2, the mine operation succeeds. The Fort Degrade level marker of the chosen fort is increased by 1. **Exception**: If the fort was already at Fort Degrade 4, the marker is replaced with a Fort Destroyed marker.
- On a roll of 3, 4, or 5, the mine operation fails. The Union player must choose a single Union unit adjacent to the targeted Confederate fort and reduce that unit by 1 Manpower point. This counts as a manpower loss for VP purposes.
- On a roll of 6, the mine operation fails. The Union player must choose one or two Union units adjacent to the targeted Confederate fort and reduce that unit (or units) by a total of 2 Manpower points. This counts as a manpower loss for VP purposes.

Special Mine Operation Turns 60 and 65: If none of the five forts surrounding Vicksburg are destroyed, the Union player is permitted to conduct special Mine Operations on Turns 60 and 65 in the Vicksburg Fort Degradation Segment (see 14.3). These Mine Operations are in addition to one that may take place during a Strategic Segment due to a strategic event.

15.0 Johnston's Army Of Relief

The Confederate army leader Johnston commands the Army of Relief (AR), an ad hoc organization hastily raised to support Pemberton's defense of Vicksburg. The AR is created on the turn the Johnston army leader arrives on the map as a reinforcement, Turn 14. **Note**: If the Action Cycle ends randomly due to double initiative dice rolls (see 5.0), Johnston may arrive after Turn 14.

Army of Relief Composition: Two Confederate cavalry brigades and several infantry brigades (some of which may already be on the map upon the AR's creation, but most appear as reinforcements) are permanently assigned to the AR. As per *TOM* Basic Rules, 2.2, Confederate units belonging to the AR are distinguished by a green box around their Tactical values. Aside from the three brigades comprising Breckinridge's division (see Confederate setup), none of these infantry brigades belong to a division, but they may later be assigned to Walker's or French's division (see 13.1 and 13.2).

Army of Relief Track: At the start of the game the Confederate player places the Army of Relief marker in Box 1 (*not Box 0*) of the Army of Relief Track. The marker may move up or down this Track during each succeeding Strategic Cycle, but never below Box 0 or above Box 5. The marker may move down on the track if the RR station in Jackson (E2712) is destroyed (see "Jackson," below).

Confederate Army of Relief Segment: After the AR has been created, the Confederate player rolls a die in the Confederate Army of Relief Segment of each Strategic Cycle and consults the Army of Relief Table. This die roll may be modified (see below). All modifiers are cumulative. Once the Army of Relief marker reaches Box 5, this segment is skipped for the rest of the game. **Note**: This die roll still takes place if Johnston has retreated off-map (see Basic Rules, 7.6).

Army Of Relief Table

Die	Result
1 or less	NE
2	NE
3	NE
4	+1 Box
5	+1 Box
6 or more	+1 Box

NE: No effect

+1 Box: The Army of Relief marker is advanced one box on the Army of Relief Track

Army of Relief Table Die Roll Modifiers (cumulative):

-2: In Turn 15 Strategic Cycle
-1: In Turns 20, 25, and 30 Strategic Cycles
-1: If the Strategic Events Table result in the current Cycle is "Johnston Sick"
+1: In Turn 50 and all later Strategic Cycles
+2: If the Strategic Events Table result in the current Cycle is "President Davis Pushes Johnston"
+1: If the RR station in Jackson is not destroyed
+1: If the Army of Relief marker occupies Box 0

Jackson: If at the moment the RR station in Jackson (E2712) is destroyed by the Union player and the Army of Relief marker occupies Box 1 or 2 on the Army Relief Track, the marker is shifted one box downward on the track. The marker is unaffected if it occupies Box 3, 4, or 5.

Army of Relief Movement Restrictions: Units comprising the Army of Relief are restricted as follows depending on the box occupied by the Army of Relief marker. Some other special rules are in effect if the marker occupies Box 4 or 5 (as noted in those two sub-sections below):

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- *Boxes 0, 1, or 2:* If the Army of Relief marker occupies Box 0, 1, or 2, Army of Relief units must remain in or within three hexes of any railroad hex comprising the Mississippi Central RR (running from E0404 to E2712) or the New Orleans, Jackson, and Great Northern RR (running from E2712 to E5821). **Exception**: The brigades Gregg-A and Walker-A are exempt from this restriction (see below).

- *Box 3:* If the Army of Relief marker occupies Box 3, Army of Relief units may only enter or attack any hex on the East map whose last two digits number "24" or less.

- *Box 4:* If the Army of Relief marker occupies Box 4, Army of Relief units may only enter or attack any hex on the maps east of the Big Black River. These units may not build or repair bridges or ferries across that river. (**Exception**: An Army of Relief unit may not enter any hex in Claiborne County.) In addition, the following effects apply:

    - If Vicksburg is besieged, the Action Cycle does not end on tied initiative dice rolls of double-2s or -3s (see 5.0).
    - If Vicksburg is besieged, the Union Army of Maneuver is immediately established (see 16.0).

- *Box 5:* If the Army of Relief marker occupies Box 5, Army of Relief units have no movement restrictions for the rest of the game (and may build and repair bridges/ferries across the Big Black River). In addition, the following effects apply:

    - The division leader French becomes available if he was not already available (see 13.2).
    - If Vicksburg is besieged, the Action Cycle does not end on double initiative dice rolls other than 1-1 (see 5.0).
    - The Confederate Vicksburg Garrison Demoralization die roll is affected (see 14.4).
    - All Union reinforcements still on the Turn Track are shifted three boxes earlier than the box they currently occupy. However, a reinforcement may not be shifted into a box earlier than the turn following the current turn.

Notes: Army of Relief units may retreat or rout outside of the restricted zones listed above, but in their next March or Activate Leader action, they must move closer to and end their movement within the restricted zones if possible. Note that some units with the AR designation may enter play before the Army of Relief is created, but these units still must adhere to the movement restrictions listed above.

Walker and Wilson: If the Army of Relief marker occupies Box 0, 1, or 2, the brigades of Walker and Wilson (Wilson replaces Walker's brigade when Walker becomes the division leader; see 13.1), as well as the division leader Walker, are exempt from the above restrictions and may enter any hex on the East map whose last two digits number "24" or less. They may not move or attack west of there. This rule also applies to any substitute brigades detached from Walker/Wilson. Once the Army of Relief marker occupies Box 3 or a higher-numbered box, these units follow normal AR movement restrictions.

Gregg: The Confederate brigade Gregg-A enters the game as a reinforcement, ordinarily on Turn 9. Gregg follows the same movement restrictions as Walker/Wilson listed above unless Gregg is released to Pemberton's Army of Mississippi (AM). At the start of the Leader Transfer Phase of the turn *after* Gregg enters the map, and each Leader Transfer Phase thereafter, the Confederate player rolls a single die (applying die roll modifiers as needed) and consults the Gregg Release Table, below, to determine if Gregg is released to the AM. (**Exceptions**: see below.) There are two possible results:

- *Not Released:* No action is taken.

- *Released:* The Confederate player may transfer Gregg's brigade to the AM. If so, remove the Gregg-A counter and replace it with Gregg-C, making sure it has the same values and characteristics as Gregg-A. Gregg-C is subordinate to Loring's division in the AM. On a Released result, the Confederate player may choose to not transfer Gregg to the AM and keep it subordinate to the AR for the rest of the game. Whatever the Confederate player's decision, once a Released result is achieved, the Confederate player no longer consults the Gregg Release Table for the remainder of the game.

The Gregg Release Roll marker is placed in the Turn 10 box on the Turn Track at the start of the game (see 19.1). Its placement may be adjusted before Turn 10 due to "Delay" or "Accelerate" Unit Entry random events (see 2.0). The marker should then be moved along the Turn Track at the end of each turn as a reminder to conduct the Gregg Release Table die roll at the start of each Leader Transfer Phase, until the Confederate player is no longer required to conduct this roll.

The Confederate player does not conduct a Gregg Release Table die roll if any of the following conditions are in effect:

- The Gregg-A brigade currently occupies Jackson (E2712).
- It is Turn 15 or later.
- If a Release result has already occurred.
- If Vicksburg is currently besieged.
- If the Gregg-A brigade does not currently occupy a hex on the map.

Gregg Release Table

Die	Result
1 or less	Released
2 or more	Not Released

Gregg Release Table Die Roll Modifiers:

+1: On the first turn *after* Gregg arrives on the map as a reinforcement.
+1: If a Union infantry division with a Manpower value of 5 or more occupies any hex on the East map whose last two digits number 25 or less.
-1: If a Union infantry division occupies any hex in Warren County.

16.0 Sherman's Army Of Maneuver

The Union Army of Maneuver (AM) is immediately established in the Army of Maneuver Segment of the Strategic Cycle if *both* of the following conditions apply:

- If Vicksburg is besieged (see 14.1); and,
- The Confederate Army of Relief marker occupies Box 4 or 5 on the Army of Relief Track (see 15.0).

The Army of Maneuver exists for the rest of the game, even if Vicksburg later becomes unbesieged.

Establishment of the Army of Maneuver: As soon as the AM is established, the Union player follows this procedure:

1. Flip the Sherman corps leader to its district leader side (denoted by a star and its "AM" designation). For the rest of the game, Sherman acts as a district (not army) leader.

2. Place the corps leader Steele (XV Corps) on Steele's infantry division. For the rest of the game, Steele acts as a corps leader in command of XV Corps. **Note**: Steele's division unit remains on the map, even though Steele now also commands XV Corps.

3. The Union player must assign at least one and up to eight infantry divisions or brigades (never cavalry units) to the AM. Place an "Army of Maneuver" marker on each assigned unit to indicate it is subordinate

to the district leader Sherman. In any subsequent Army of Maneuver Segment, the Union player may withdraw units from the AM by removing their markers; or he may add new units to the AM as long as the total number of assigned units is at least one and not more than eight. Units assigned to the AM must be on the map at the time of assignment and not on the Turn Track. The Union player may freely detach substitutes from the AM, even if that increases the total number of units in the AM to greater than eight. However, in the next Strategic Cycle's AM Segment the number of units assigned to the AM must be reduced to eight or less. Substitutes belonging to the AM may freely attach to non-AM units, and vice versa, in the Attachment Phase.

4. If the Sherman district leader is not already attached to an AM unit, the Union player must immediately transfer him to the nearest AM unit.

Army of Maneuver Employment: The following rules apply to the district leader Sherman and AM units:

- If the district leader Sherman conducts an Activate Leader action, he may activate up to four infantry units in that action as long as they currently belong to the AM.
- Sherman may never activate cavalry units as part of an Activate Leader action, nor may he conduct an Assault action with them. However, cavalry units may join in a successful Grand Assault initiated by Sherman.
- Union corps leaders may initiate Activate Leader and Assault actions normally, and may include in those actions units of their corps currently assigned to the AM. Union corps leaders may attach to subordinate units normally, whether those units are assigned to the AM or not.
- If the district leader Sherman initiates an Assault or a Grand Assault, only units currently assigned to the AM may participate.
- If a corps leader initiates an Assault, and at least one of the units brought into that assault is assigned to the AM, Sherman may initiate a Grand Assault, assuming he is within command range of the active leader. However, if the Grand Assault succeeds, only AM units and cavalry units may join in that Grand Assault.
- If the district leader Sherman or a corps leader initiates an Assault using one or more AM units, the army leader Grant may be used to initiate a Grand Assault if within command range of the active leader.
- If all AM units are destroyed, Sherman is removed from the map and the AM cannot be reestablished in a subsequent Strategic Cycle AM Segment.

17.0 Vicksburg Surrender

There are three methods by which the Confederate player may, voluntarily or involuntarily, surrender Vicksburg.

- Voluntary Surrender
- Involuntary Surrender (Vicksburg Besieged)
- Involuntary Surrender (Vicksburg Unbesieged)

Voluntary Surrender: In any Vicksburg Surrender Segment, if Vicksburg is currently besieged, the Confederate player *may voluntarily* surrender the Vicksburg Garrison (see "Surrender Effects," below). The Union player must then immediately choose one Union infantry unit situated within four hexes of Vicksburg and place it in Vicksburg. This is not considered movement and does not expend Movement Points.

Involuntary Surrender (Vicksburg Besieged): During the Action Cycle, if Vicksburg is currently besieged, the Confederate player *must* surrender Vicksburg if either of the following two events occur:

- If one or more Confederate units occupying Vicksburg (W2414) suffer an "r" or "R" result in combat.
- If an undemoralized Union infantry unit ends a march in Vicksburg.

In either case, the Confederate player must *immediately* surrender the Vicksburg Garrison (see "Surrender Effects," below). **Note**: In the event of an "r" or "R" result, Manpower losses apply, but no retreat or rout takes place, so no retreat losses occur; and the Union player must then advance at least one unit participating in that combat into Vicksburg. (If he still has Movement Points remaining, his action may continue.)

Involuntary Surrender (Vicksburg Unbesieged): During the Action Cycle, if Vicksburg is currently *not* besieged and an undemoralized Union infantry unit ends an action in Vicksburg (W2414), the Confederate player *must* immediately surrender Vicksburg (see "Surrender Effects," below).

Surrender Effects:

Voluntary Surrender and Involuntary Surrender (Vicksburg Besieged): If Vicksburg is currently besieged, and the Confederate player surrenders Vicksburg voluntarily or involuntarily, the Confederate player immediately removes from the map all units and leaders comprising the Vicksburg Garrison. These units are considered surrendered. (To determine the units comprising the garrison, see 14.2.) These counters are placed aside and are unavailable for the rest of the game. The Confederate player may also include in the surrender any additional Confederate units that are not part of the garrison, but which occupy any hex in Warren County (even AR units). In addition to receiving VP for occupying Vicksburg, the Union player gains extra VP for the total Confederate Manpower value surrendered (see Victory Conditions). Note that the Union player gains fewer VP for a voluntary surrender than an involuntary surrender.

Involuntary Surrender (Vicksburg Unbesieged): If Vicksburg is currently *not* besieged, and the Confederate player surrenders Vicksburg involuntarily, the Confederate player immediately removes all Army of Mississippi (AM) units and leaders from the map, regardless of their location. These units are considered surrendered. They are placed aside and are unavailable for the rest of the game. In addition to receiving VP for occupying Vicksburg, the Union player gains extra VP for the total Confederate Manpower value surrendered (see Victory Conditions).

18.0 Mapedges

"Mapedges" refer to the out outer perimeters of the play area. For example, E4814 (Gatesville) is a "mapedge" hex. The area to the right (east) of that hex is out of play.

18.1 Confederate Map Exit And Return

See *TOM* Basic Rule 7.6 for rules on Confederate off-map retreats (including cavalry retreats). However, the following special rules apply in the Advanced Game:

- Confederate units may *voluntarily* move off-map over passable hexsides, expending one Movement Point to exit.
- Confederate leaders are not immediately placed back on the map; they return to play like military units, as indicated below.
- Military units (and leaders) exiting the map are not removed from play for the rest of the scenario. Instead, they are placed on the Turn Track three turns after the current turn with a special counter indicating the county from which they exited. On the indicated turn, they may return to the map using "Reinforcement Placement" rules (see 12.0). (**Exception**: They may not arrive by rail.) They must reenter the map at a mapedge hex in the same county from which they exited, and only into a hex with a passable hexside leading off the map.

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18.2 Off-Map Bridges And Ferries

There are a number of bridges, ferries, and fords at mapedge hexes. Bridges and ferries may be destroyed (see Standard Rules, 10.2). (No enemy units or their ZOC are considered to occupy the hypothetical hex in the off-map area opposite the crossing.) Confederate units may repair any such destroyed bridges or ferries, but only with an on-map unit. Units may not build pontoon bridges leading off the map.

19.0 Scenario 12: Starting and Ending the Game

At the start of the Advanced Game (Scenario 12), players place counters on various tracks and determine "Pre-Game Events." Scenario 12 normally lasts 70 turns, but may end early under some conditions.

19.1 Placement of Special Counters

- The Union and Confederate "Manpower Loss" markers are placed in the "0" and "00" boxes of the Victory Point/Manpower Loss Track.
- The Union and Confederate "Victory Point" markers are placed in the "0," "00," and "000" boxes of the Victory Point/Manpower Loss Track.
- The "Vicksburg Siege Duration x1" and "Vicksburg Siege Duration x10" markers are placed in the "0" and "00" boxes of the Vicksburg Siege Track.
- The "Walnut Hills and Drumgould's Bluff Forts" marker is placed in Box 20 of the Vicksburg Siege Track.
- The Union "No Entry Turn 1 - W5225" counter is placed in hex W5225.
- The "Union Extended March Bonus" counter is placed on the map near the Union units on the map.
- Two Union Gunboat markers are placed in the Turn 6 box on the Turn Track.
- The Confederate "Army of Relief" marker is placed in the "1" box on the Army of Relief Track (not in the "0" box).
- The "Union River Transfer Start" marker is placed in the Turn 5 box on the Turn Track.
- The "Gregg Release Roll" marker is placed in the Turn 10 box on the Turn Track. If Gregg's entry is accelerated or delayed, this marker is shifted accordingly.
- The "Wagon Trains Available" marker is placed in the Turn 10 box on the Turn Track.
- The four Union wagons are placed in the Wagon Trains Available box.
- The "Union Amphibious Invasions Start" marker is placed in the Turn 16 box on the Turn Track.
- The Union "Special Road Transfer Start" marker is placed in the Turn 16 box on the Turn Track.
- The Confederate leader Walker is placed in the Turn 20 box on the Turn Track. The placement of this counter on the Turn Track is only a reminder that the Confederate player gets to form Walker's division in the Confederate Reorganization Segment of the Turn 20 Strategic Cycle.
- The Confederate leader French is placed in the Turn 50 box on the Turn Track. The placement of this counter on the Turn Track is only a reminder that the Confederate player gets to form French's division in the Confederate Reorganization Segment of the Turn 50 Strategic Cycle. **Exception**: French's counter may arrive earlier due to the "French Arrives Early" strategic event.

19.2 Pre-Game Events

Before the start of the game, either player rolls one die to determine how "Pre-Game Events" affect the Advanced Game.

Die	Result
1	Grierson's Raid (Union Benefit)
2	Grierson's Raid (Confederate Benefit)
3	Sherman Extends Yazoo Feint
4	Sherman Discontinues Yazoo Feint
5	Delay Unit Entry
6	Accelerate Unit Entry

Explanation of Results

Grierson's Raid (Union Benefit): This result has the following effects:

- Place a Damaged RR Station marker in Crystal Springs (E4920) at the start of the game.
- Place the Confederate cavalry regiment 1 MS in Port Gibson (W5119) at the start of the game. (It does not arrive as a reinforcement.)
- Place the Confederate infantry brigade Buford in the Turn 6 box as a constant reinforcement, rather than Turn 5.
- Place the Union cavalry regiments 6 IL and 7 IL together in any of the following hexes: W5815, W5816, W5818, W5820, W5822. Both units are placed on their exhausted sides, with disorganized Strength markers at Manpower values of 1, and at Fatigue Levels of 1.

Grierson's Raid (Confederate Benefit): This result has the following effects:

- Place the Confederate cavalry regiment 1 MS in Port Gibson (W5119) at the start of the game. (It does not arrive as a reinforcement.)
- Place the Confederate infantry brigade Buford in the Turn 4 box as a constant reinforcement, rather than Turn 5.

Sherman Extends Yazoo Feint: This result has the following effect:

- Place the Union infantry division Blair-A in the Turn 13 box as a constant reinforcement, rather than Turn 12.

Sherman Discontinues Yazoo Feint: This result has the following effects:

- Place the Union leader Sherman and the infantry divisions Steele and Tuttle in the Turn 7 box as constant reinforcements, rather than Turn 8.
- Place the Union infantry division Blair-A in the Turn 11 box as constant reinforcements, rather than Turn 12.
- The Confederate infantry brigade AW Reynolds starts Turn 2 at Fatigue Level 0, rather than Fatigue Level 1.

Delay/Accelerate Unit Entry: These results have the same effects as the "Delay/Accelerate Unit Entry" random events (see 2.0). Note that an accelerated reinforcement may never appear earlier than Turn 1.

19.3 End of Advanced Game

Scenario 12 ends at the close of Turn 70. However, if a Union infantry unit occupies Vicksburg during the End of Game Segment of any Turn Indication Phase, the Union player may declare that the game is at an end regardless of the turn. **Note**: The Union player may wish to end the game if he has sufficient VP to achieve victory. However, if the Union player occupies Vicksburg, but his VP are not enough for a Union victory, or if he desires to gain a higher level of victory, he may continue the game in an attempt to gain more VP.

Scenario 12: The Vicksburg Campaign

NOTES: On April 30, 1863, Maj. Gen. Ulysses S. Grant, commander of the Union Army of the Tennessee, ordered more than 20,000 of his men to cross the mighty Mississippi River and land on the east bank at a remote settlement known as Bruinsburg, 35 miles southwest of the Rebel stronghold at Vicksburg. Grant's surprise maneuver caught Lt. Gen. John C. Pemberton's Confederate Army of Mississippi, more than 30,000 strong and dispersed over a wide area of western Mississippi, unprepared to face the lightning stroke Grant was about to unleash. One of the most extraordinary military campaigns in American history was about to begin.

MAPS: Both the East and West maps are used.

GAME LENGTH: 70 turns, April 30 - July 8, 1863. **Note**: The game may end earlier (see section 19.3).

SPECIAL RULES:

1. *Campaign Start*: See 19.0.
2. *Turn 1*: The following rules are in effect on Turn 1 only:
   - The Leader Transfer Phase is skipped. The Confederate player automatically wins the first three initiatives without the need for dice rolls. Afterward, initiative is determined normally.
   - Both players *add one to the Movement Allowance* of any unit performing a March Action or participating in an Activate Leader action, in addition to other normal Movement Allowance bonuses.
   - Union units may not enter hex W5225 (Windsor Indian Mounds), although they may retreat into that hex. If a Confederate unit enters W5225, this restriction is immediately lifted.
   - Union leader McPherson and infantry division Logan-A may not activate on Turn 1.
3. *Turns 1 and 2*: The following rules are in effect on Turns 1 and 2:
   - The Union player may not conduct Grand Assaults.
   - The Union player may not build pontoon bridges.
   - Some Confederate units and leaders that may not activate on Turn 1 and Turns 1 and 2 are released from this restriction if a Union unit has crossed or attacked across Bayou Pierre or Little Bayou Pierre Rivers (see Confederate setup).
4. *Turns 1 through 5*: The following rules are in effect from Turns 1 through 5:
   - Units may not entrench.
   - All Union units get a special -1 extended march die roll modifier, in addition to other modifiers. Example: A marching Union infantry unit on its normal side with an organized Strength marker reaching Fatigue Level 3 receives this -1 special modifier, as well as the standard +1 for "Other Union Units" on the Extended March Table. In this event, the unit would receive a "D" (Disorganized) result only by rolling a 6.
   - All Confederate infantry units belonging to Bowen's and Loring's divisions, as well as Tracy's and Reynolds's brigades, and all substitutes detached from any of these infantry units, may be selected in an Activate Leader or Assault action initiated by the leader Bowen or Loring, even if one or more of the selected units does not belong to the active leader's command. In an Activate Leader action, Bowen or Loring may transfer and attach to any participating unit, even if the unit does not belong to the leader's command. However, if in the Leader Transfer Phase of Turn 6, Bowen and/or Loring are attached to units not belonging to their commands, the leaders are automatically transferred to the nearest subordinate unit and may not transfer again in that same phase.
5. *Turns 6 through 15*: Units may not entrench except for Confederate units occupying Warren County and Union units occupying a hex with a depot.
6. *Confederate Army of Relief (AR) Units and Gregg*: Confederate units belonging to the AR—indicated by a green box around their Tactical values—have movement restrictions (see 15.0). The infantry brigade Gregg-A is one of these units, but after Gregg's arrival the Confederate player conducts a special die roll to determine if Gregg is released from these restrictions.
7. *Vicksburg Minimum Confederate Manpower Value*: If, at the start of each Turn Indication Phase, the Confederate player does not have one or more units with a total Manpower of 3 or more occupying Vicksburg (W2414) and/or any of the five forts within two hexes of Vicksburg, the Union player gains 2 VP (see Victory Conditions). Example: The Confederate player could have 1 Manpower point in Vicksburg, the Stockade Redan fort (W2413), and Square Fort (W2614) to meet this requirement. **Exception**: If Vicksburg is besieged (see 14.1) or has ever been Union-occupied, this requirement is lifted for the rest of the game.
8. *Destruction of Jackson RR Station*: At the moment the Union player places a Destroyed marker on the Jackson RR station (E2712), throughout the rest of the current turn and for the following *four* turns, all Union infantry and cavalry units initiating a March action or participating in an Activate Leader action gain the following movement benefits *if they begin their movement in any hex within Hinds County*:
   - The active unit subtracts 1 from extended march die rolls in addition to other modifiers. **Note**: If a Union Extended March Bonus strategic event (see 3.0) is also in effect in the current turn, a maximum of 1 may be subtracted from an extended march die roll.
   - The active unit adds 1 to its Movement Allowance in addition to other normal Movement Allowance bonuses.
9. *Confederate Retreats into Vicksburg*: If a Confederate unit enters Vicksburg while performing a retreat, rout, or cavalry retreat, it may immediately end its retreat in that hex, even if retreat rules obligate it to retreat farther. Also, no Manpower value loss is applied to the retreating unit upon entering Vicksburg. The Confederate player may retreat his units beyond Vicksburg if he wishes, but he is not obligated to do so.

Victory Conditions:

The Union player gains and loses Victory Points (VP) for the following occurrences at the end of the game:

VP	Reason
+?	The first time a Union infantry unit occupies Vicksburg (W2414) at the end of a Vicksburg Surrender Segment, determine the turn number. At the end of the game, the Union player gains a number of VP equal to 100 minus the turn number in which this event has occurred. Example: If a Union infantry unit occupies Vicksburg in the Vicksburg Surrender Segment of Turn 70, the Union player gains 30 VP (100 – 70 = 30). If the Confederate player recaptures Vicksburg, the Union player does not lose these VP. These VP may only be awarded a maximum of once per game.
+15	If a Union infantry unit occupies Vicksburg at the end of the game. These VP are in addition to the Union VP gain for the turn in which a Union unit first occupies Vicksburg (see above).
+?	At the end of the game, the Union player may gain VP based on the Vicksburg Siege Duration number (see 14.1). These VP may only be awarded if the Union player does not gain any VP from the previous two Vicksburg victory conditions. Determine the Vicksburg Siege Duration number and multiply it by one-half (round fractions up). The result is the number of VP gained by the Union player. **Example**: If, at the end of the game, the Vicksburg Siege Duration number is 45, the Union player gains 23 VP.
+?	If the Confederate player surrenders Vicksburg, either voluntarily or involuntarily (see 17.0), determine the total Manpower value of all surrendering units and divide that number by 10 (round fractions up). The result is the number of VP gained by the Union player at the end of the game. **Exception**: If the Confederate player surrenders Vicksburg voluntarily, reduce this Union VP award by 4, to a minimum of 0.
+?	If one of the following RR stations on the Southern Railroad in Hinds County has a Destroyed RR station marker, the Union player receives the following VP. If both are destroyed, the Union player receives only the VP for Jackson. • +15: Jackson (E2712) • +2: Clinton (E2418)

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+? If one of the following RR stations on the Mississippi Central Railroad has a Destroyed RR station marker, the Union player receives the following VP. If more than one is destroyed, the Union player receives only the VP for the station with the highest VP.
- +3: Canton (E0604)
- +1: Calhoun (E1206)
- +1: Midway (E1608)
- +1: Tougaloo (E2110)

+2 In each Turn Indication Phase in which the Confederate player does not fulfill the requirement to maintain one or more units in Vicksburg, or the five forts within two hexes of it, with a total Manpower value of 3 (see Special Rule 7).

-10 For each Union depot destroyed.

-3 For each Union wagon destroyed for any reason. These VP are in addition to any VP for wagon Manpower value lost in combat or retreat. No VP are lost if the Union player voluntarily removes a wagon train (see 6.2).

-1 For each point of Union Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

+1 For each point of Confederate Manpower value lost in combat, retreat, or cavalry retreat (not in extended march, force march, or moving from one enemy ZOC to another).

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

Union VP	Winner
70 or more	Union Decisive Victory
60 to 69	Union Substantive Victory
50 to 59	Union Marginal Victory
40 to 49	Confederate Marginal Victory
30 to 39	Confederate Substantive Victory
29 or less	Confederate Decisive Victory

Vicksburg as seen from the Mississippi River

Confederate Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
14 MS	Regt	-	Inf	1%	E2712 (Jackson)
20 MS	Regt	-	Cav	1%	E2712 (Jackson)
Pemberton	Army	AM	Ldr	-%	W2404 (Big Black Bridge)
27 AL	Regt	-	Inf	1%	W2404 (Big Black Bridge)
Loring-A	Div	L	Ldr	-*	W2405 (Spear)
Tilghman-A	Brig	L	Inf	2*	W2405 (Spear)
2 TX	Regt	FOR	Inf	1$+	W1410 (Snyder's Bluff)
Forney	Div	FOR	Ldr	-+	W1711 (Drumgould's Bluff)
Hebert	Brig	FOR	Inf	5$+	W1711 (Drumgould's Bluff)
Smith	Div	SMI	Ldr	-+	W2011 (Walnut Hills)
Vaughn	Brig	SMI	Inf	4$+	W2011 (Walnut Hills)
Shoup	Brig	SMI	Inf	3$+	W2414 (Vicksburg)
Stevenson	Div	STE	Ldr	-#	W2414 (Vicksburg)
Barton	Brig	STE	Inf	5#	W2414 (Vicksburg)
Taylor	Brig	STE	Inf	5#	W2515 (Marine Hospital)
AW Reynolds	Brig	STE	Inf	5^	W3117 (Warrenton)
Moore	Brig	FOR	Inf	4$+	W3117 (Warrenton)
Baldwin	Brig	SMI	Inf	4	W3317
Tracy	Brig	STE	Inf	5	W4014 (Hankinson's Bridge)
1 MO (dmnt)	Regt	BOW	Inf	1*	W4320 (Thompson's Bluff)
Bowen	Div	BOW	Ldr	-*	W4622 (Grand Gulf)
Cockrell-A	Brig	BOW	Inf	3*	W4622 (Grand Gulf)
2 MO	Regt	BOW	Inf	2$!	W4622 (Grand Gulf)
1 MO	Regt	BOW	Inf	1*	W4923 (Coon Island Lake)
Green-A	Brig	BOW	Inf	3	W5119 (Port Gibson)

Confederate Set-Up (cntd)

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Featherston-A	Brig	L	Inf	5	Constant Reinforcement Madison County Turn 3 (May 2)
Buford-A	Brig	L	Inf	6	Constant Reinforcement Jackson Turn 5 (May 4)
Waul TX Leg	Regt	-	Inf	1	Constant Reinforcement Yazoo River Turn 6 (May 5)
1 MS	Regt	-	Cav	1	Constant Reinforcement Claiborne County Turn 7 (May 6)
Gregg-A	Brig	-	Inf	6	Constant Reinforcement Copiah County Turn 9 (May 8)
3 KY	Regt	-	Cav	1	Constant Reinforcement Jackson Turn 12 (May 11)
Walker-A	Brig	-	Inf	3	Constant Reinforcement Jackson Turn 13 (May 12)
Johnston	Army	AR	Ldr	-	Constant Reinforcement Jackson Turn 14 (May 13)
24 SC	Regt	-	Inf	2	Constant Reinforcement Jackson Turn 14 (May 13)
Maxey-A	Brig	-	Inf	6	Constant Reinforcement Copiah County Turn 14 (May 13)
25/29 GA	Regt	-	Inf	2	Constant Reinforcement Jackson Turn 15 (May 14)
Gist-A	Brig	-	Inf	3	Constant Reinforcement Jackson Turn 15 (May 14)
Ector-A	Brig	-	Inf	3	Constant Reinforcement Jackson Turn 18 (May 17)
McNair-A	Brig	-	Inf	3	Constant Reinforcement Jackson Turn 18 (May 17)
Evans-A	Brig	-	Inf	4	Constant Reinforcement Jackson Turn 23 (May 22)
Breckinridge	Div	BRE	Ldr	-	Constant Reinforcement Jackson Turn 33 (June 1)
D Adams	Brig	BRE	Inf	4	Constant Reinforcement Jackson Turn 33 (June 1)
Helm	Brig	BRE	Inf	4	Constant Reinforcement Jackson Turn 33 (June 1)
Stovall	Brig	BRE	Inf	4	Constant Reinforcement Jackson Turn 33 (June 1)
Cosby	Brig	-	Cav	2	Constant Reinforcement Madison County Turn 35 (June 3)
Whitfield	Brig	-	Cav	2	Constant Reinforcement Madison County Turn 35 (June 3)
Taliaferro	Brig	-	Inf	3	Variable Reinforcement (Jackson; see 12.2)

* Units may not activate on Turn 1, but may be released early (see Special Rule 3).
! 2 MO may not activate on Turns 1 and 2, but may be released early (see Special Rule 3).
\+ Units may not activate on Turns 1 through 10 and may never be released early. **Exception**: If a Union infantry unit enters Warren County, these units are exempt from this restriction and may activate normally.
\# Units may not activate on Turns 1 and 2 and may never be released early.
^ Reynolds may not activate on Turn 1, may never be released early, and starts Turn 2 at Fatigue Level 1 on its normal side.
% Units and leader may not activate or transfer until Turn 5 and may never be released early.
$ Units begin the game under Fort-Complete markers.

Loess terrain near Vicksburg

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Union Set-Up

Unit/Leader	Size	Command	Type	Manpower Value	Hex
Grant	Army	AT	Ldr	-	W5228 (Bruinsburg)
McClernand	Corps	XIII	Ldr	-	W5228 (Bruinsburg)
Osterhaus	Div	XIII	Inf	8#	W5228 (Bruinsburg)
AJ Smith-A	Div	XIII	Inf	8#	W5228 (Bruinsburg)
Hovey-A	Div	XIII	Inf	10#	W5228 (Bruinsburg)
Carr	Div	XIII	Inf	8#	W5228 (Bruinsburg)
McPherson	Corps	XVII	Ldr	-@	W5228 (Bruinsburg)
Logan-A	Div	XVII	Inf	8@	W5228 (Bruinsburg)
Dennis	Brig	XVII	Inf	4	Constant Reinforcement Turn 2 (May 1)
Crocker	Div	XVII	Inf	10	Constant Reinforcement Turn 2 (May 1)
6 MO	Regt	-	Cav	1	Constant Reinforcement Turn 7 (May 6)
2 IL	Regt	-	Cav	1	Constant Reinforcement Turn 7 (May 6)
Sherman	Corps	XV	Ldr	-	Constant Reinforcement Turn 8 (May 7)
Steele	Div	XV	Inf	11	Constant Reinforcement Turn 8 (May 7)
Tuttle	Div	XV	Inf	11	Constant Reinforcement Turn 8 (May 7)
3 IL	Regt	-	Cav	1	Constant Reinforcement Turn 9 (May 8)
4 IO	Regt	-	Cav	1	Constant Reinforcement Turn 10 (May 9)
Blair-A	Div	XV	Inf	8	Constant Reinforcement Turn 12 (May 11)
McArthur	Div	XVII	Inf	3	Constant Reinforcement Turn 13 (May 12)
Hall	Brig	XVII	Inf	3	Constant Reinforcement Turn 14 (May 13)
Ewing	Brig	XV	Inf	3	Constant Reinforcement Turn 16 (May 15)
Bryant	Brig	XVI	Inf	4	Constant Reinforcement Turn 17 (May 16)
Lauman	Div	XVI	Inf	8	Constant Reinforcement Turn 20 (May 19)
Bussey	Brig	-	Cav	1	Constant Reinforcement Turn 32 (May 31)
Washburn	Corps	XVI	Ldr	-	Constant Reinforcement Turn 35 (June 3)
Kimball	Div	XVI	Inf	12	Constant Reinforcement Turn 35 (June 3)
WS Smith	Div	XVI	Inf	14	Constant Reinforcement Turn 44 (June 12)
Herron	Div	XIII	Inf	8	Constant Reinforcement Turn 44 (June 12)
Parke	Corps	IX	Ldr	-	Constant Reinforcement Turn 48 (June 16)
Welsh	Div	IX	Inf	9	Constant Reinforcement Turn 48 (June 16)
Potter	Div	IX	Inf	8	Constant Reinforcement Turn 48 (June 16)
Marine	Regt	-	Inf	1	Variable Reinforcement (see 12.1)
3 IO	Regt	-	Cav	1	Variable Reinforcement (see 12.1)
2 WI	Regt	-	Cav	1	Variable Reinforcement (see 12.1)
Reid	Brig	XVII	Inf	2	Variable Reinforcement (see 12.1)
Grover	Div	-	Inf	8	Special Reinforcement (see 3.0)

\# Units begin the game at Fatigue Level 1 on their normal sides.
@ Units may not activate on Turn 1 (see Special Rule 2).

The Game as History

by Chris Withers

March 1863: Prologue

From December 1862 to March 1863, Grant failed seven times to get the Army of Tennessee to Vicksburg using various routes by land and rivers and man-made canals, mostly to the north of the city. Then in March 1863 he moved three of his four corps down the Mississippi River to a point opposite Vicksburg on the Louisianna side of the great waterway. This force in the field comprised about 50,000 men in McClernand's XIII Corps, Sherman's XV Corps, and McPherson's XVII Corps. On March 29th Grant set in motion his plan to march this force south to a good embarkation point south of Vicksburg. Union troops moved on a single road that ran along the narrow levees bordering the Louisianna bayous. Porter's gunboats and transports meanwhile "ran the guns" at Vicksburg on April 16th and met the army at Ione Plantation (just across the river from hex W3527) the next day. From there Grant realized that his initial plan to invade at Warrenton (W3117) was impossible; therefore, he had McClernand's corps move south along another set of circuitous narrow roads to Hard Times (across the river from hexside W4524-W4525). The planned new invasion site was Grand Gulf (W4622), but on April 29th Porter's gunboats were unable to destroy all the fortified guns at the port. McClernand's corps then moved farther south to Disharoon's plantation (across the river from W4823) to be closer to Grant's proposed new invasion site at Rodney (W5830). Fortuitously, Grant then received intelligence that a closer undefended landing site, with a good road leading inland, existed at Bruinsburg (W5228). He immediately decided to invade the next day, April 30, at that location.

While McClernand's corps was leading the advance south and would soon make the initial landing at Bruinsburg, McPherson's XVII Corps followed closely behind. Sherman's corps was left much farther north, with two divisions at one of the initial Louisianna camps and his other division (Blair) conducting a feint at Drumgould's Bluff (W1711). The feint on April 30th and May 1st could accomplish little against the strong Rebel fortifications defending the imposing bluffs and was withdrawn. Soon thereafter, Grant ordered Sherman's corps south to join the invasion.

Pemberton commanded the Army of Mississippi, which initially had about 30,000 men to defend Vicksburg. Pemberton's army was organized into five divisions under Loring, Stevenson, Bowen, Smith, and Forney. This force was initially widely spread out over the region depicted on both *Thunder on the Mississippi* maps, mostly along the major rivers. A major Union cavalry raid under Col. Benjamin Grierson occurred in the last half of April and drew off important Confederate units, including Buford's brigade and Wirt Adams' 1st Mississippi Cavalry. When the Union gunboats ran past Vicksburg on April 16, Pemberton lengthened his front even further south to Rodney (W5830)—an overall defensive front extending 60 miles from Rodney northward to Haynes Bluff (W1006). As evidenced by Sherman's feint north of Vicksburg and the pronounced threat of Union invasion at Grand Gulf, Pemberton knew Grant could invade at numerous points along this lengthy front, and he decided he had no choice but to defend the entire region. Following the bombardment of Grand Gulf on April 29, Pemberton finally responded to the Union move south and sent Tracy's and Baldwin's brigades to reinforce Bowen's division, which was defending the area south of the Big Black River.

April 30 – May 3: Invasion and Breakout

On April 30 Grant landed five divisions at Bruinsburg with orders to march most of the night toward the first objective of strategic importance, Port Gibson (W5119). This cotton-market town was the key to containing the Union invasion, so Pemberton ordered a scattered Confederate force to assemble there. In the battle of Port Gibson on May 1, the Confederates slowed Grant down for a day, aided by the unique loess hills terrain, which east of the Mississippi River forms a 10 to 15-mile-wide swath of narrow plateaus, interspersed with nearly impassable ravines, that made it difficult for Union troops to maneuver and attack. However, the Rebels were eventually overwhelmed by the 3-to-1 Union manpower advantage, and they retreated north across Bayou Pierre. The Confederates destroyed all three bridges in the region, but on May 2, Grant's enterprising engineers succeeded in placing a pontoon bridge at the Port Gibson crossing. This enabled Union troops to soon reach the Grindstone Ford Suspension Bridge (W4814) and prevent its complete destruction. It was repaired by early May 3. More Confederate troops had already started moving from the north to help prevent a Union breakout, but they were unable to contain the Union advance towards Willows (W4614). The Confederates knew they would get trapped if they tried to defend the area once Willows had been taken, so on May 3 they abandoned the key port of Grand Gulf and escaped across the Big Black River at Hankinson's Bridge (W4104). Grant's troops were able to prevent the destruction of that bridge and soon crossed the Big Black to secure a bridgehead, while also sending a force to the key road junction at Rocky Springs (W4210). In just four days Grant's army had conducted a major amphibious operation across the mighty Mississippi, defeated the Rebels in battle, crossed two bayous, secured a bridge across the Big Black River, occupied Rocky Springs—the gateway to the interior—and opened up the critical port of Grand Gulf to eventually resupply the invasion force.

May 4 – May 11: Reinforcement and Resupply

With a firm foothold east of the Mississippi, Grant faced a strategic choice to fulfill his goal of capturing Vicksburg. He could move north across the Big Black River to strike directly at Vicksburg, or he could cut the railroad between Vicksburg and Jackson to force the Confederates into battle to defend the city's supply line. Grant sent out scouting forces, which discovered that the enemy had a fortified line in the loess hills stretching from Warrenton to Redbone Church (W3315) and then eastward. To the northeast, Union scouts did not find any Rebels except a concentration at Edwards (E2533) and the Big Black RR bridge (W2404). Grant decided to move to the northeast to cut the railroad somewhere east of the Big Black. To do this he needed reinforcements and fresh supplies. Sherman landed his two lead divisions (Steele and Tuttle) at Grand Gulf on May 7. To allow Sherman and wagon supply trains from a new Union depot at Grand Gulf to catch up to the rest of the army, Grant ordered McClernand's and McPherson's corps to slide slowly northeast. McClernand moved through Cayuga (W3705) up to Fivemile Creek on the roads to Auburn (E3433). McPherson moved east through Crossroads (W3807), then to Utica (E4134/W4101). To stay close to water sources in the Mississippi dry season, his troops camped on May 11th at Roach's farm (E3829) on the Raymond road. Sherman marched from Grand Gulf to Cayuga and passed through McClernand's corps on May 11, bivouacking at Auburn.

On May 4, the Confederates had 17,000 men just north of Hankinson's Bridge. The ranking commander on the scene was Loring, and he decided the Big Black River could not be defended. He started moving this force to a line from Warrenton thru Lanier's Plantation (W2710) to the Big Black railroad bridge (W2404). Even with more brigades coming into the area (Featherston, Buford, and Waul's small Texas Legion), Pemberton knew he could not defend this long line with an extension to cover the many Big Black crossings north of the railroad. He also had to protect against a possible Union invasion from Warrenton to Haynes Bluff (W1006). He realized he should concentrate as much of his army as possible near Edwards (E2533), the most obvious Union objective. From there he could reinforce his line to Warrenton if the Union moved in that direction, and he could move to good defensive ground of his choosing along the creeks and ridges to the south and east of Edwards to defeat the Union army in the field if Grant moved toward the railroad. By May 6th Pemberton had 31,000 men on the Warrenton to Edwards line (Stevenson's division and Moore's brigade near Warrenton; Loring's division and Baldwin's brigade near Lanier's; and Bowen's division east of the Big Black Bridge). Another 9,000 defended along the invadable Mississippi and Yazoo River lines (Hebert at Drumgould's Bluff; Vaughn north of Vicksburg; and Shoup in Vicksburg). On May 8th more reinforcements started to arrive in Jackson. The first was Gregg's brigade, railing to Jackson from Port Hudson, Louisiana. On May 11th Gregg marched to Raymond (E3023). Leading units of Walker's brigade had also started to arrive in Jackson, and Pemberton ordered them move to Raymond to support Gregg. Meanwhile, Loring's and Stevenson's divisions were shifting from the Warrenton – Big Black line to positions east of the railroad bridge.

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May 12: Battle of Raymond

The Union army marched on a broad front to mitigate congestion and to forage more successfully. McPherson's XVII Corps was on the eastern road that ran from Utica to Raymond. His 12,500 men encountered Gregg's battle line of 3,000 west of Raymond late in the morning May 12. Due to blinding dust from marching and smoke from gunfire, both sides could only guess at the size of the opposing force. The battle swung back and forth for several hours, but eventually the Union manpower advantage overwhelmed Gregg's men, and the Rebels retreated toward Jackson.

While the battle of Raymond raged, the bulk of both armies converged south of Edwards. Grant's troops seized key river crossings at Montgomery Bridge (W2902) and Whittaker Ford (E2933), but no major battle developed. Sherman advanced on the Natchez Trace to an important road junction six miles southwest of Raymond (E3228) and to Dillon's Plantation (E3229). The Confederates ended May 12th with parts of Bowen's division two miles south of Edwards on the Telegraph Road. However, the bulk of Pemberton's field force—Bowen's, Loring's, and Stevenson's divisions—was still camped around the Big Black River railroad bridge.

May 13 – May 14: Grant Redirects East and the Battle of Jackson

The battle at Raymond caused Grant to reassess his plan to converge his army near Edwards to cut the rail line and then advance westward on Vicksburg. He realized that a strong Confederate force was assembling at Jackson and reportedly the able commander of this so-called "Army of Relief," Gen. Joe Johnston, would arrive soon to lead it. No matter which direction Grant moved his army, a substantial Rebel force could strike his rear. Grant decided to change his plan and move on Jackson, calculating that Pemberton was too cautious to immediately strike out after him. Also, destroying Jackson would both permanently cut the rail supply line to Vicksburg, remove the city as a communications and manufacturing center for the Rebels, and push the more dangerous Johnston out of the campaign for weeks. Accordingly, on May 13th Grant ordered McPherson to move from Raymond to Clinton (E2418), Sherman to march from Dillon to Mississippi Springs (E3018), and most of McClernand's XIII Corps to head for Raymond. Smith's division of McClernand's corps held the west flank and moved to Auburn (E3433), where it met Blair's division of Sherman's XV Corps, which was convoying a supply train of 200 wagons.

After the loss of Raymond, Pemberton realized that Jackson was in severe danger. He ordered Gregg to retreat to the city, while Pemberton scouted the Union force in front of his Army of Mississippi. Gregg reported to Johnston in Jackson the night of May 13th and informed him that the Confederates had only had 6,000 men to defend the city. Johnston knew that 3,000 more troops under Gist would arrive soon from the east, but another 3,000 under Maxey would probably be delayed since they were coming up by rail from Port Hudson, and Union cavalry had cut the New Orleans, Jackson, and Great Northern Railroad at several places. Johnston initially decided to defend Jackson, but very early on May 14th he changed his mind and ordered the city abandoned, with Gregg to conduct a delaying action.

Gregg realized the incomplete earthwork defenses around the city were too easily flanked so he decided to defend west of the city. Aided by heavy rain, Gregg was able to delay until mid-afternoon the two Union corps converging on Jackson. Gregg thereupon escaped northward towards Canton (E0604) with all but a few Mississippi State Troops. However, Grant had achieved a major strategic victory by taking Jackson—the capital of Mississippi and a center of secessionist sentiment—with the loss of just 300 men.

May 15: The Armies Converge

On the evening of May 14th in Jackson, Grant received a copy of an order from Johnston to Pemberton issued late on the 13th, ordering Pemberton to march to Clinton to meet up with Johnston's Army of Relief. Grant decided he could ignore Johnston's scattered force for a few days and concentrate his army near Bolton (E2425) to defeat Pemberton, whose troops presumably would be taking the direct road from Edwards to Clinton and must therefore pass through Bolton. Not only would this move protect Grant's wagon supply line, running from Grand Gulf to Rocky Springs and then on to Auburn and Raymond, but it would also move Grant's army toward Vicksburg and provide an opportunity to defeat Pemberton in the open field. Sherman's XV Corps stayed in Jackson on May 15, destroying everything of military value, while McPherson's XVII Corps marched from Jackson to a point just east of Bolton. McClernand moved three XIII Corps divisions to the Bolton area, while Smith's division and Blair's XV Corps division camped the night in Raymond with the wagon train.

On the evening of May 13, Pemberton received the order from Johnston directing him to join the Army of Relief at Clinton. Pemberton realized that the Union must already hold Clinton and that the order was impossible to obey. Instead, he decided on the evening of May 14 to move his army southeast from Edwards to Dillon (E3229) to find good defensive ground on the Union supply line, forcing Grant to attack him. The Confederate movement on the 15th was poorly managed and did not start until early afternoon due to the failure to distribute rations in a timely manner. Then the column marched for Lower Bakers Creek (E2631), but the bridge there had been washed away, and the heavy rains had made the crossing unfordable. Knowing the bridge at Mt. Moriah (E2934) was also out, the column backtracked to cross Bakers Creek at Austin Bridge (E2531) and went into camp late at night from Champion Hill (E2529) to the Elison house (E2729).

May 16: The Battle of Champion Hill

The Union army was on the road by 6 A.M. on three roads converging toward Edwards. Smith's and Blair's divisions marched on the Raymond Road, but were halted just past the Gillespie house (E2827) by Confederate shelling at 9 A.M. McClernand led Osterhaus's and Carr's divisions on the Middle Road, but they also were stopped around 9 A.M. just past the intersection of the Davis Road with the Middle Road (E2628). Hovey's division led the way on the Jackson Road out of Bolton, followed by Logan's division—accompanied by Grant and McPherson—and finally by Crocker's division. Hovey's lead brigade reached the Champion house (E2428) at 9.45 A.M. and, seeing Rebel regiments forming at the top of Champion Hill, the brigade deployed for battle.

When Pemberton and his generals met at 8 A.M. at the Ellison house, they could hear the roar of artillery, indicating an engagement was developing. At this time a courier from Johnston arrived with a dispatch he had written on May 15 after the fall of Jackson. Johnston ordered Pemberton to meet him at Clinton, and this time Pemberton decided to obey the order because he no longer had the time to deploy his army on good ground on which to battle the Union army. Pemberton issued orders to his commanders to prepare to disengage, and he started the army's wagon train under Reynolds back to Edwards. However, while waiting for the wagon train to leave the field, the strong Union force to the north was deploying in a long battle line directed at Champion Hill and extending to the west, threatening to outflank the Confederate position. There could be no disengagement, so Stevenson's division shifted to the west to meet the Union line. The battle was about to begin.

McPherson had the divisions of Hovey and Logan ready at 11 A.M., and they moved to attack the Rebels on Champion Hill. The Union took the Crossroad (E2529) and also cut the Jackson road just west of the hill, thus cutting off the Confederate retreat. Pemberton ordered both Bowen and Loring, who were holding his south flank, to support the battle around Champion Hill, but both refused, falsely claiming strong enemy forces on their fronts. Pemberton took matters into his own hands and ordered Cockrell's brigade of Bowen's division to counterattack at the Crossroad, and he once again ordered Bowen to assist with Green's brigade. Bowen's assault retook the Crossroad and the top of the hill, but was stopped while advancing down the north slope. McPherson's men reorganized, and it was their turn to counterattack. After reseizing the Crossroad, they were joined by the fresh divisions of Osterhaus and Carr, which had finally moved forward when McClernand received a delayed order from Grant to attack. This force and the two divisions of Smith and Blair farther south had done little all day due to Grant's previous instructions to refrain from major combat unless sure of success. Communication between Grant and McClernand was slow because couriers followed a roundabout route between the two headquarters due to the rough terrain and indirect roads.

Losing the Crossroad and being cut off from their direct retreat to Vicksburg on the Jackson road over the upper Bakers Creek bridge (E2530), Pemberton ordered a retreat farther downstream over a newly completed bridge near Iowe Graveyard (E2731; the previous bridge had been washed out by recent heavy rains). By this time, Loring had finally obeyed orders and shifted his force to be the rearguard. While the rest of the Confederate army escaped over Bakers Creek to the Big Black River, Loring was cut off, and his division retreated on a trail to the south. He never informed Pemberton of his whereabouts and eventually joined Johnston's Army of Relief in the east. Most of the rest of the Pemberton's army retreated that night all the way to Bovina (W2406), except for Bowen's division, which held up at the Big Black bridges (W2404 and W2405). The Union army rested on the battlefield, except for Osterhaus's and Carr's divisions, which reached Edwards (E2533). Sherman's two divisions, which had marched from Jackson, reached Bolton (E2425) by the close of day. The Battle of Champion Hill was the decisive action in the campaign—Pemberton's army was now split up, and it had suffered 3,840 casualties. In contrast, the Union army, which had lost 2,421 men, was reasonably fresh to continue the offensive toward Vicksburg.

May 17 – May 18: Across the Big Black to Vicksburg

Pemberton had two major decisions to make after his defeat at Champion Hill. The primary one was whether he should retreat into Vicksburg and submit to a siege, or save his army and retreat north along the Yazoo River towards Yazoo City (20 miles north of Mechanicsburg at E0428), where he could draw supply from the countryside and eventually join forces with Johnston. He chose to obey President Davis's order to defend Vicksburg at all costs. The next decision was whether and how long to defend at the Big Black River line to allow Loring's division to rejoin the army and Stevenson's division to recover its mauling at Champion Hill. The problem with defending at the river was there were too many crossings to defend in enough strength to prevent the Union from gaining a bridgehead. From the Union perspective, Grant wanted to cross the Big Black quickly to prevent the Confederates from recovering and to get to the Mississippi or Yazoo Rivers to open a short and secure supply line for his army.

At 03:30 A.M. on May 17, the fresh Union divisions of Carr and Osterhaus started toward the Big Black railroad bridge. They found the enemy fortified on the east bank, but Lawler's brigade of Carr's division spotted a weak point at the northern end of the Confederate line and quickly overran it. Carr's other brigade and Osterhaus's division joined the fight, and all three Confederate brigades on the east bank were routed. However, the railroad bridge and the Jackson road bridge (W2505; it was actually a river vessel that was planked over) had been prepared for this eventuality and were burned. In the battle of the Big Black River Bridge, the Union lost only 279 men while the Confederates had 1,751 men captured, but only a few men wounded or killed. McClernand set his troops to work building a raft bridge which they completed at dawn on May 18. Meanwhile on the 17th Sherman reunited his XV Corps at Bridgeport (W2301) when Blair marched there with the army's pontoon train and quickly built a bridge. Blair crossed that evening and halted at Brooks' plantation (W2203). Sherman, with Tuttle's and Steele's divisions, were close behind, having reached Bridgeport that afternoon from Bolton. Steele crossed and camped on the bridge's west side, while Tuttle held the east side. At dawn on May 18, McPherson's column had completed bridges at Coaker's Ferry (W2402) and Hooker's Ferry (W2502) and his XVII Corps crossed the river. In 24 hours, Grant had gained another decisive victory, built four bridges across a major river, and successfully crossed that river with most of three corps.

After the rout at the Big Black bridges, Johnston wanted Pemberton to save his army and retreat away from Vicksburg to the north. Pemberton chose to obey President Davis's directive to defend Vicksburg, so he ordered an immediate withdrawal of his entire army into the Vicksburg defenses. Moore's brigade arrived from Warrenton the evening of May 17th and Hebert's brigade from Snyder's Bluff came into the fort perimeter the next day. Shoup was already in the city and Waul's Texas Legion quickly came from Mt. Alban (W2510). Crossing the Big Black River at Bridgeport, Reynold's brigade arrived with the army wagon train. The rest of the Pemberton's brigades all got in safely, followed at sunset on the 17th by the rearguard under Baldwin. Pemberton had six sound brigades (Hebert, Moore, Shoup, Baldwin, Reynolds, and Lee) and Waul's Legion to defend Vicksburg if Grant attacked immediately. Within a day or two, the Army of Mississippi's other five brigades (Barton, Cumming, Vaughn, Green, and Cockrell) would recover from the Confederates' two recent defeats, yielding some hope that Pemberton could hold out until Johnston came to his relief.

On May 18th all three Union corps advanced to Vicksburg. McClernand's XIII Corps reached Beechwood (W2511) and Oates (W2611), about four miles east of Vicksburg; McPherson's XVII Corps took the center, just east of the Stockade Redan (W2413); while Sherman's XV Corps moved to a point four miles northeast of the city—Tuttle's division marching 20 miles to get there.

May 19 – May 22: Assaulting the Forts

An extensive system of forts, strongpoints, and trenches, designed by Confederate engineer Maj. Samuel Lockett in the fall of 1862, protected Vicksburg on its landward side. The sharp ravines typical of the loess terrain in which the fortifications were erected favored the defender. Furthermore, Lockett had cleared vegetation from the final approaches over which Union troops had to attack, yielding excellent fields of fire for the Confederate defenders. Vaughn's and Baldwin's brigades were in line from the river to the east on Fort Hill (W2314). The key salient of the Stockade Redan (W2413) was defended by the fresh brigades of Shoup, Hebert, and Moore, from left to right. (Moore occupied the Great Redoubt, which is part of hex W2413 on the map). The Railroad Redoubt (W2514) was covered by Waul's Legion and Lee's brigade. Reynolds' brigade defended the Square Fort (W2614), and Barton held the South Fort (W2615). In reserve were Cumming's brigade (W2515, Marine Hospital), and Green's and Cockrell's brigades, just outside Vicksburg. (Green was positioned behind the Stockade Redan; Cockrell was behind Fort Hill.)

Grant thought that his army could smash through the enemy fortifications at Vicksburg since the Confederate defenders were demoralized from the recent fighting. Therefore, on the morning of May 19 he ordered a general assault to start at 2 P.M. McClernand's troops slowly struggled through a number of ravines to approach the Confederate line, and when they finally got within a few hundred yards of the Railroad Redoubt (W2514), Confederate artillery drove them back before an assault could be launched. In the Union center, from McPherson's three divisions, only Ransom's brigade was able to advance close to the Confederate works. Ransom's attack just south of the Stockade Redan was easily repulsed with heavy losses. Blair's division of Sherman's corps was the only division in the army that was able to advance through the rough terrain and actually conduct a major assault. The division was thrown back with heavy losses, although some regiments reached the base of the Confederate defenses. At the far northwestern end of the line, Steele's division was only able to advance enough to cut the last road into Vicksburg from the north. Total losses for the day were 942 Federal and about 200 Confederate.

After the defeat May 19, Grant was ready to start a siege, but his senior officers wanted to attack again. They argued that if they assaulted with the entire army, supported by massive artillery, they could take the city in one bold stroke. Grant relented, knowing that a long siege would require more troops—especially if Johnston's Army of Relief moved against his rear. The Union army prepared its forces for two days and attacked on May 22, mostly at the Stockade Redan and the Railroad Redoubt. While the Union artillery barrage was effective, silencing most Confederate artillery and severely degrading the enemy forts, the infantry attacks for the most part only reached the ditches in front of the Confederate positions. At the Railroad Redoubt, a small Union force briefly breached the Confederate trenches, but was forced back. Total Union casualties for the day were 3,199 to less than 500 for the Confederates. Grant now knew for certain that a siege would be the only means of forcing the Confederate Vicksburg garrison to capitulate.

May 23 – July 4: The Siege

In game terms the siege started on May 22nd when Union infantry blocked all roads leading into Vicksburg, sealing Pemberton's army within the city's defenses and cutting it off from the rest of the Confederacy. Over the course of the next few weeks, Grant's men tightened their lines. Lauman's fresh division moved south from Snyder's Bluff and on May 25th posted brigades south of the city (W2714 and W2715). In early and mid-June, five more fresh Union divisions arrived, although of these only Herron's in XIII Corps entered the siege lines, while the others joined Sherman's newly formed "Army

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of Maneuver" (see below). During the siege the Confederates lost 3,176 men to 600 for the Union. However, Confederate manpower actually increased in June due to many sick and wounded in Vicksburg hospitals returning to duty. The official May 26th Confederate tabulation of manpower gives 17,356 men "present for duty" (not including Waul's 559 men). On June 20, however, there were 23,000 "fit for duty," so even with attrition and combat losses, a significant number of sick, wounded, and stragglers rejoined their units in the Vicksburg fortifications.

Grant's men started to build approaches to the forts in late May, eventually completing 13 by the time of the surrender. These were zig-zag lines of saps (covered trenches) to bring the assaulting infantry as close to the Confederate forts as possible. As the siege evolved, Union artillery fire overwhelmed Confederate batteries, and sharpshooting on both sides caused numerous casualties. Union troops also dug mines, which were fast and easy to construct in the loess soil since shoring up of the tunnel walls was unnecessary. However, the Confederates could also countermine with ease. On June 25th a Union unit detonated a mine under the 3rd Louisiana Redan (W2413), and the subsequent assault took and held most of the Confederate entrenchments. But the Confederates had anticipated the action and not only had reinforcements ready, but also had already built a line of breastworks behind the crater that was formed by the mine explosion. While Grant's men gained some ground, they did not achieve a breakthrough. So, on June 28th Union troops started a new mine from the crater in the Redan. They detonated it on July 1, which—along with intense Union artillery fire—effectively destroyed the Rebel parapets on both sides of the 3rd Louisiana Redan. The stage was set for a final Union assault along the Confederate earthworks.

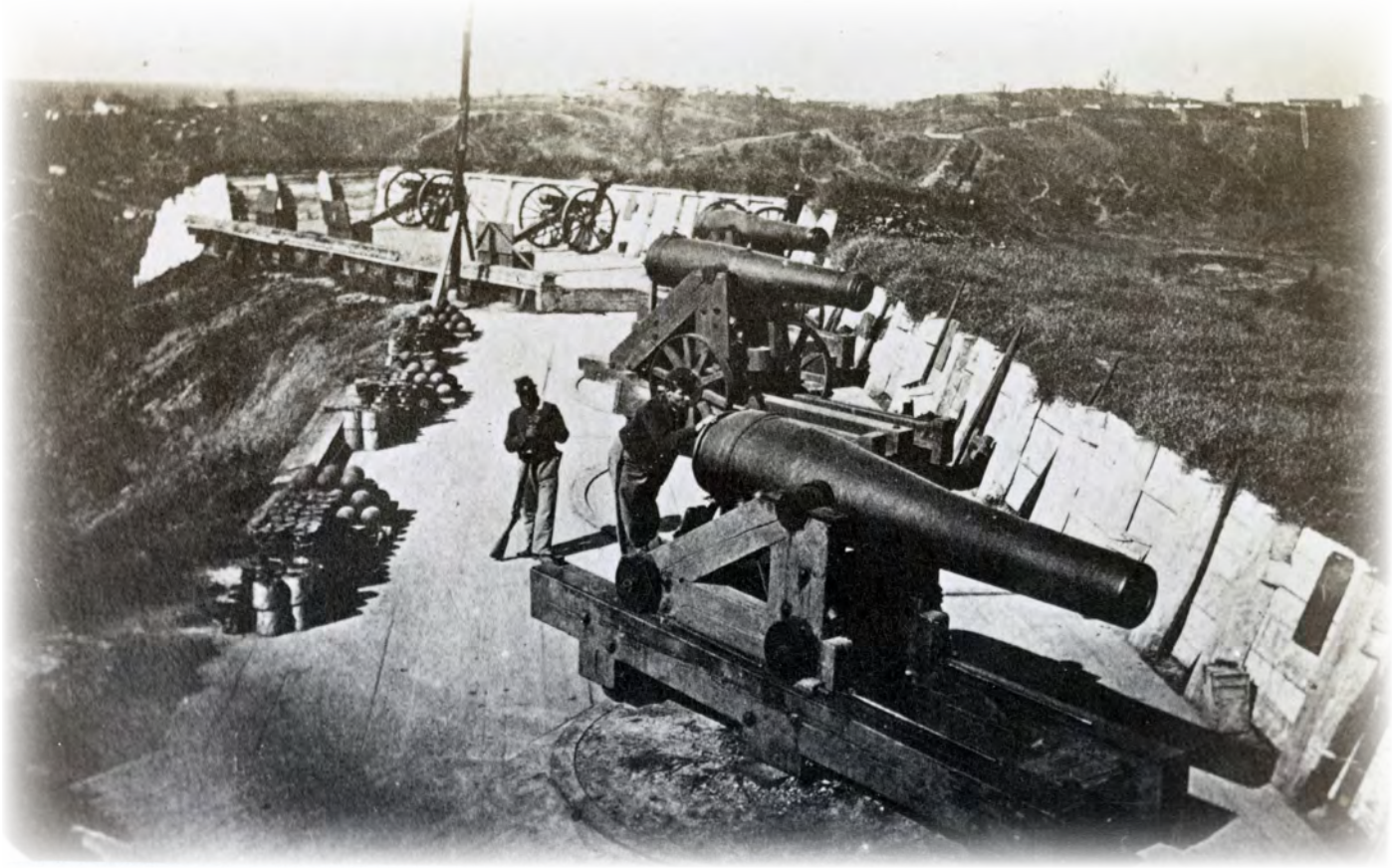
Within the Vicksburg defenses, Confederate soldiers began to view their situation as hopeless. They realized with certainty that Johnston's Army of Relief would not rescue them. The tight Union siege lines crushed any hope of a breakout. They had to constantly man the trenches since they never knew when a Union attack would occur, and losses from sharpshooting added to their increasing demoralization. Pemberton called a council of war, and his generals recommended surrender. After a day of negotiations between Grant and Pemberton on July 3, at 10 A.M. on July 4th the Confederates marched out of the city and surrendered.

May 19 – July 16: Johnston's Army of Relief and Sherman's Army of Maneuver

General Joe Johnston, commander of the Confederacy's Department of the West, arrived in Jackson the night of May 13. After Grant's army seized Jackon in a lightning stroke on May 14, Johnston assembled his meager force—soon to be known as the "Army of Relief"—near Canton (E0604). By June 4th Johnston's force had swelled to about 32,000 infantry, drawn primarily from Bragg's Army of Tennessee, Beauregard's South Carolina command, and Gardner's Port Hudson garrison. Johnston had also absorbed Loring's division after it separated from Pemberton following the Battle of Champion Hill. Johnston realized that the Army of Relief should move against Grant before Union reinforcements arrived, but he considered the situation as "almost hopeless" and delayed. After continued pressure from Richmond, he finally advanced toward the Big Black River on July 1. His forces halted on July 2nd in camps from Bolton (E2425) to Porter Creek (E1730). Upon learning of the fall of Vicksburg, on July 6th Johnston's army retreated to Jackson, arriving there on the evening of the 7th.

On June 22nd Grant organized a makeshift command, designated the "Army of Maneuver," to block any westward movement by Johnston toward Vicksburg. This 34,000-man force, placed under Sherman's command, deployed and dug in north of the Southern Railroad on all roads leading from the Big Black into Vicksburg. When Vicksburg surrendered, Grant further reinforced Sherman's force to 13 divisions and ordered him "to drive Johnston out in your own way, and inflict on the enemy all the punishment you can." Johnston hastily withdrew toward Jackson, but Sherman's force had trouble crossing the swollen Big Black River in pursuit; and then extreme heat, shortage of water, and skirmishes with Confederate cavalry slowed down his eastward march. Finally on July 10th Sherman's army neared Jackson, which the Confederates prepared to defend. However, on July 16th Johnston ordered his army to evacuate the city and withdraw eastward across the Pearl River. Union troops entered the city the next day.

The Vicksburg campaign was over.



Union battery during the Vicksburg siege

Map Gazetteer

by Joseph Balkoski

From a cartographic standpoint, *Thunder on the Mississippi* was by far the most challenging design in the *Great Campaigns of the American Civil War* series. It did not take me long to learn that the kind of map research I had become accustomed to in previous games was nearly impossible in this one. The detailed mid-19th century county maps that are so readily accessible for areas in Virginia, Maryland, Pennsylvania, and Tennessee do not exist for those areas through which Grant's army campaigned in 1863. Mississippi had only become a state in 1817, and most of the area depicted in *Thunder on the Mississippi* was only sparsely populated in comparison to eastern states. At the outbreak of the Civil War, only 790,000 people resided in Mississippi, a state larger in area than Pennsylvania or Virginia, and many of those residents had only moved to the state from other parts of the country in the recent past. Of those 790,000, 436,000 were slaves—more than 55 percent of the population. From the start of the game design process, it became obvious that mid-19th century Mississippi had not been mapped to anywhere near the same degree as eastern states. By necessity, therefore, my map research had to depend on Civil War-era Library of Congress and *Official Records* military maps used by the contending armies—sometimes highly inaccurate—as well as secondary-source maps from the best Vicksburg campaign histories I could find, namely Warren Grabau's *Ninety-Eight Days: A Geographer's View of the Vicksburg Campaign*, and Edwin Bearss' masterful three-volume *The Vicksburg Campaign*.

Little more than a century before the Civil War, aside from scattered European settlements on the Mississippi and Yazoo Rivers founded as trading posts early in the 18th century, the region depicted on the *Thunder on the Mississippi* maps was populated mostly by a Native American tribe, the Choctaw. The intensifying flow of white settlers and the regional volatility triggered by European military conflicts—and later, the American Revolution—inevitably led to the demise of the local Native American culture. By the early 1830s, most of the Choctaw had been forcibly removed from Mississippi to the Indian Territory (now Oklahoma). Vestiges of Native American civilization in the region represented by the game maps can still be seen today in the form of burial mounds, which are thought to have originated more than 1,000 years ago. Furthermore, the old Native American footpath that came to be known in the English-speaking world as the "Natchez Trace" evolved into an important 400-mile route for American frontiersmen, connecting central Tennessee and the Mississippi River, and during the 1863 campaign it remained a significant thoroughfare used by both armies.

For a century prior to American independence, ownership claims over the central Mississippi area shifted between France, Spain, and Britain. But ultimately, in the aftermath of the 1783 Treaty of Paris, bringing the American Revolution to an end, it was the United States that would permanently absorb Mississippi into its territory. When Mississippi was admitted to the Union in 1817 as the twentieth state, with Natchez as its first capital, the new state stood on the cusp a profound economic transformation. Major advances in cotton production, such as the invention of the cotton gin and the use of a highly fruitful strain of Mexican cotton seed, triggered the migration of large numbers of South Carolina and Georgia planters to the fertile lands of Mississippi. Over the next four decades, cotton farming and the movement of the harvest to distant markets evolved as the fundamental pillar of the Mississippi economy. Expansive cotton plantations—one of which, Brierfield, was owned by Confederate President Jefferson Davis and appears on the game map in hex W3726—yielded huge revenues for their owners, profits that in large measure were enabled by the enslaved people who worked the cotton fields.

The region over which the armies marched and fought in 1863 features some unusual topography that is new to the *Great Campaigns of the Civil War* series. As those who play the first few scenarios will learn, the most significant new terrain feature is "loess," a fine-grained, loose clay soil that is highly permeable to water, and therefore erodes easily. A 15-mile-wide loess belt runs on a southwest-northeast axis east of Vicksburg, an extraordinary landscape comprising steep gullies and narrow, flat-topped ridgelines that had a profound effect on military operations during the Vicksburg campaign. Large-scale, coordinated attacks were difficult to achieve in the impenetrable, irregular ravines, and cross-country movement by large bodies of troops was nearly impossible.

The following is a compilation of some of the sites on the *Thunder on the Mississippi* map of historical significance:

Canton (E0604): Madison County, established in 1828 from parts of Hinds and Yazoo Counties, established Canton as the county seat in 1834. Its most famous edifices are the 1858 Greek Revival courthouse and Grace Episcopal Church, dating to 1853.

Yellowley Crossing (E1808): Established in 1853 by James Burrough Yellowley, a North Carolina native who moved to Mississippi in the Antebellum Period. The community was also known as Jessamine, the first name of Yellowley's wife. Now known as Ridgeland.

Old Choctaw Agency (E1809): Site of the Choctaw Indian Agency from 1807 to 1820. Here American agents represented the U.S. government with the Choctaw, one of the so-called five "civilized" Indian tribes of the southeast U.S.

Vernon (E0720): Incorporated in 1833, several sprawling cotton plantations were situated in the fertile farmland around Vernon.

Livingston (E0915): Once the county seat of Madison County, Livingston was a thriving market town in the 1850s for its numerous nearby cotton plantations.

Jackson (E2712): Due to its central location in the state, Jackson—named after Gen. Andrew Jackson—was established as the capital city of Mississippi in November 1821. On January 10, 1861, the Mississippi Secession Convention, meeting in the 1839 Capitol building, voted by a margin of 84 to 15 to break away from the Union.

Tougaloo (E2110): The name of this important railroad station on the Mississippi Central Railroad was derived from a Choctaw word meaning "two" or "second."

Indian Mounds (E1616): Archeologists have dated these Native American burial grounds to about 800 A.D.

Bolton (E2425): In the Antebellum Period, Bolton was a major loading point on Mississippi's Southern Railroad for the shipment of cotton to the eastern U.S.

Champion (E2428): Constructed in 1853 and owned by Sid and Matilda Champion, Grant used this house as a headquarters during the May 16, 1863, Battle of Champion Hill.

Coker (E2730): This is the only surviving residence on the May 16, 1863, battlefield of Champion Hill. Maryland native Brig. Gen. Lloyd Tilghman, commander of a Confederate brigade in Loring's division, was killed just west of here near the close of the battle.

Edwards (E2533): In 1839, during the construction of the Southern Railroad, a depot was built on the Edwards Plantation for the transportation of cotton to eastern markets. By the Civil War, this depot had evolved into an important Confederate logistical facility.

Amsterdam (W2401): In the early 1830s, Amsterdam was a thriving market town that could receive goods on the Big Black River from large commercial vessels. However, the construction of the nearby Southern Railroad, as well as an 1833 cholera epidemic, triggered a sharp decline in the town's population.

Bridgeport Plantation (W2301): This plantation was built in 1859 where the Old Bridgeport Road crossed the Big Black River. That road, first laid out in 1822, was the first direct route connecting the capital at Jackson with the newly incorporated town of Vicksburg.

Clinton (E2418): Clinton was established on the site of Mississippi Governor Walter Leake's home, Mount Salus, in 1825. It was renamed Clinton in 1828 after New York Governor Dewitt Clinton.

Mississippi College (E2519): Mississippi's oldest institute of higher learning was founded here in 1826. In 1831, it began to admit females and became the first college in the U.S. to award a degree to a woman.

Raymond (E3023): Raymond was established as the county seat of Hinds County in 1829. The Raymond Courthouse, completed just prior to the Civil War, still stands. One hundred forty Rebel soldiers who were killed in

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action at the Battle of Raymond on May 12, 1863, are buried in a Confederate cemetery in Raymond.

Cooper's Well (E3222): The water from this well, dug in 1841 by Rev. Preston Cooper, supposedly had highly therapeutic health benefits. Within a few years, a spa was constructed at the site, which drew thousands of visitors each year prior to the Civil War.

Mississippi Springs (E3018): The seven springs located at this site lured visitors from all over the state prior to the Civil War due to the supposed benefits of the mineral waters.

Terry (E4117): This village, founded in 1856 as "Dry Grove," was an important Civil War depot on the New Orleans – Jackson Railroad.

Bear Creek Methodist Church (E4428): The Bear Creek Methodist congregation was established in the 1820s. Immediately prior to the Civil War, parishioners funded a new church, which is still standing.

Utica (W4101): Founded in the 1820s as "Cane Ridge," this village changed its name to Utica in 1837 after the New York birthplace of its postmaster Ozias Osborn.

Auburn/New Auburn (E3433/E3332): The Auburn settlement developed in the 1830s from a general store, and later a post office, on the Natchez Trace. In the early 1850s, the post office shifted two miles east to a site that became known as New Auburn during the Civil War.

Cayuga (W3705): According to local legend, it is said that in the 1830s a settler to Mississippi from New York named the settlements of Cayuga, Auburn, and Utica after those three towns in the Finger Lakes district of New York.

Crystal Springs (E4920): The original settlement of Crystal Springs was located a few miles to the west of its current location, but it moved in 1858 when a Crystal Springs depot was established on the Great Northern Railroad. By the time of the Civil War, apple and peach orchards had begun to flourish in the Crystal Springs area.

Hazlehurst (E5722): Named for George Hazlehurst, the chief engineer of the New Orleans, Jackson, and Great Northern Railroad, which was completed here in 1858. Union cavalrymen under Col. Benjamin Grierson raided Hazlehurst in April 1863.

Gallatin (E5824): The county seat of Copiah County during the Civil War. An observer noted that Gallatin had "dens and dives and card tables and race tracks, and enjoyed the reputation of having a man killed once every week for pastime."

Georgetown (E5711): Founded in the 1830s as a Pearl River ferry site, the village was noted for its horse racing and gambling prior to the Civil War.

Rocky Springs (W4210): Rocky Springs evolved as a rest and lodging area for Old Natchez Trace travelers in the early 19th century. The site was first referred to in 1778 as "Stony Spring," when this land was part of the West Florida region, under British control.

Grindstone Ford (W4814): The old Indian trail known as the Natchez Trace, connecting what is now Tennessee with the Mississippi River, was enhanced for wagon traffic during the Jefferson administration starting in 1801. The Trace crossed Bayou Pierre at Grindstone Ford, one of the rare crossing sites on that river suitable for large military units. Sometime before the Civil War, a suspension bridge was constructed at the ford, but was burned by retreating Confederates in May 1863. Bayou Pierre marked the late-18th century border between the Choctaw Nation, to the north, and the Natchez District, to the south, seized by Britain from Spain following the Seven Years War and eventually established as American territory in 1798.

Willows (W4614): Sometimes referred to as Willow Springs during the Civil War.

Crossroads (W3807): This hamlet was christened Reganton after the Civil War.

Hankinson's Bridge (W3915): Prior to the Civil War, this was a Big Black River ferry site, but the Confederates constructed a floating bridge here before the opening of the Vicksburg campaign. On May 3, 1863, Union troops from McPherson's XVII Corps captured the bridge before the Rebels could destroy it.

The Hermitage (W4820): This home was constructed around 1800 and was the birthplace of Benjamin Humphreys, a Confederate general who served at Gettysburg and later became the first governor of Mississippi in the Reconstruction period.

Grand Gulf (W4622): Grand Gulf originated around 1770 as an English settlement in the West Florida region, handed over to Britain from Spain following the Seven Years War. It gained its name due to a large whirlpool formed at a 180-degree bend in the Mississippi River opposite the village. In the 1850s, the volatile waters of the river consumed major parts of Grand Gulf, and by the outbreak of the Civil War, it was populated by only a few hundred people. However, the Confederates constructed several forts there, and the village became a major wartime military base and logistical depot.

Bayou Pierre Presbyterian Church (W5223): This congregation was established in 1801, just three years after the Mississippi Territory was created by an act signed by President Adams.

Bethel Church (W5527): Members of the Bayou Pierre Presbyterian Church congregation established this church in 1824.

Windsor Indian Mounds (W5225): These Native American burial mounds are thought to date to about 1200 A.D.

Windsor (W5226): One of the most impressive Greek revival homes in Mississippi, this mansion was completed just as the Civil War erupted. It was noted for its 29 ornate Corinthian columns, many of which still stand today. In the early phase of Grant's Vicksburg campaign, it was used as a Union hospital.

Oakland College (W5728): Founded by Presbyterians in the 1830s, this was one of the first institutions of higher learning in Mississippi.

Bruinsburg (W5228): On April 30, 1863, Grant's army crossed the Mississippi River here, initiating his momentous Vicksburg campaign. Named in the late 18th century after its original settler, Peter Bruin, Bruinsburg evolved into an active river landing in the Antebellum period. Former vice president Aaron Burr passed through Bruinsburg in 1807 while fleeing federal authorities that were seeking his arrest on treason charges.

Rodney (W5830): Rodney was established in 1828 and evolved into a flourishing Mississippi River landing in the pre-Civil War era. When Britain took possession of West Florida in the aftermath of the Seven Years War, this area was known by its French name, *Petit Gouffre* (Little Gulf).

Shaifer (W5222): Constructed in 1840, the opening shots of the Battle of Port Gibson on May 1, 1863, took place in and around this house. The house is still standing.

Magnolia Church (W5322): Green's Confederate brigade formed its battleline here in the early phase of the Battle of Port Gibson on May 1, 1863, fighting heavily outnumbered against Carr's and Hovey's Union XIII Corps divisions.

Canemount Plantation (W5727): This 1855 house was built in an imitation Italian Renaissance style, a popular architectural design for large homes in the years before the Civil War.

Port Gibson (W5119): Port Gibson originated in 1729 as a French outpost in the Louisiana territory. After the region came under American control in the early 19th century, and cotton became the core of the plantation economy, Port Gibson expanded rapidly and was chosen as the county seat of Claiborne County. According to legend, when General Grant passed through in May 1863, he is supposed to have remarked that Port Gibson was "too beautiful to burn."

Joseph Davis (W3727): This home, known as Hurricane Plantation, was owned by President Jefferson Davis's brother, Joseph, who was 23 years older than his more famous sibling. Davis was one of the richest men in Mississippi and owned nearly 350 slaves. Union troops burned the main house in 1862. Following the Civil War, Joseph Davis sold the plantation to Benjamin Montgomery, one of his former slaves.

Jeff Davis (W3726): Owned by Confederate President Jefferson Davis, this 1,000-acre cotton plantation, known as Brierfield, was constructed in 1847. More than 200 slaves lived on the property. Davis only rarely resided at the house and did not visit it throughout the Civil War. Due to changes in

the course of the Mississippi River, the area is now an island. Brierfield was destroyed by fire in 1931.

Warrenton (W3117): Warrenton was the Warren County seat from the creation of the county in 1809 until 1836, when it was moved to Vicksburg. Plantation owners shipped large quantities of cotton down the Mississippi River from Warrenton wharves, but when the river changed course in the late 19th century, the town became extinct.

Vicksburg (W2414): In 1814, Methodist minister Newitt Vick, a Virginian, erected a modest home halfway between the Mississippi and Big Black Rivers, known as Open Woods. Just before his death in 1819, Vick purchased acreage on the bluffs fronting the Mississippi at the great bend of the river just south of its confluence with the Yazoo, and reserved lots for the future development of a town. When this town was incorporated in 1825, it was christened Vicksburg. By the start of the Civil War, only 36 years after its founding, Vicksburg had evolved into such a vital economic hub that Abraham Lincoln observed: "Vicksburg is the key. The war can never be brought to a close until that key is in our pocket."

Ferguson (W2512): Site of Camp Fisk, a repatriation cantonment organized in April 1865 for former Union prisoners who had been transferred from the Confederate Andersonville and Cahaba prisoner of war camps. On April 27, 1865, close to Memphis, Tennessee, nearly 1,800 of those Union troops died on the steamboat *Sultana* after a massive boiler explosion. This tragedy is considered the deadliest nautical calamity in American history.

Bovina (W2406): The 1858 St. Alban's Episcopal Church in Bovina became a refuge for Vicksburg citizens fleeing the city as Grant commenced his 1863 campaign to open the Mississippi River.

Redbone Church (W3315): This church, first known as Bethel, was established in 1814 and rebuilt in 1854.

Snyder's Bluff (W1410): Construction of this formidable Confederate Yazoo River fortification, built near the site of the 1719 French outpost Fort St. Pierre, was begun in April 1862 at the direction of General Beauregard.

Anthony (W1511): A Yazoo River ferry was located here before the Civil War.

Blake (W1611): Elements of Blair's division of Sherman's XV Corps landed here on April 30, 1863, to divert the Confederates' attention from Grant's main landing at Bruinsburg the same day. Heavy batteries of Rebel artillery entrenched at Drumgould's Bluff (W1711) engaged Union gunboats on the Yazoo with long-range fire during the diversion.

Johnson (W1815): More than 30,000 men from Sherman's XV Corps (newly organized from the XIII Corps just a few days previously) landed here on December 26, 1862, in an attempt to seize Vicksburg in a lightning stroke from the north, while Grant simultaneously pushed southward down the Mississippi Central Railroad into northern Mississippi. Leading elements of Sherman's force first met the Confederate defenders in and around Mrs. Lake's plantation (W1914).

Walnut Hills (W2011): The Battle of Chickasaw Bayou was fought in this and nearby hexes on December 29, 1862. Sherman's XV Corps undertook frontal attacks against strong Confederate positions and was decisively defeated, suffering nearly 1,800 casualties as opposed to the Confederates' loss of 187. Sherman withdrew in the following days, allowing the Rebels to retain possession of Vicksburg—at least until Grant could formulate a new strategy to capture the city.

Flower Hill Church (W1805): This Baptist church was established in March 1838 with six members.

Claibornesville (E0629): This village, which had a post office during the Civil War, no longer exists.

Mechanicsburg (E0428): During the Vicksburg siege, Grant harbored concerns that the Confederate Army of Relief under Johnston would attempt to rescue Pemberton's trapped army by advancing southwestward down the Benton Road between the Yazoo and Big Black Rivers. Grant deployed troops eastward to block such a move, and skirmishes erupted around Mechanicsburg in late May and early June. The town of Mechanicsburg no longer exists.

Vicksburg

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Designer's Notes

Many gamers who have devotedly followed the *Great Campaigns of the American Civil War* series for years, possibly even decades, must surely have wondered how *Thunder on the Mississippi*—the fourteenth volume in the series—took so long to reach fruition. Many consider Grant's seizure of Vicksburg and the capture of an entire Rebel army as the pivotal campaign of the Civil War, and on an even higher plane, one of the most brilliant masterstrokes in military history. So why did it take 32 years following the initial release in the *GCACW* series, *Stonewall Jackson's Way*, to finally publish a game on this momentous event in Civil War history?

Most *GCACW* players by now realize that the primary reason for this deferral was the challenge of contemporary cartographic research. Gamers are invited to read the Gazetteer included with this game for specifics on that thorny issue. Another challenge was the uniqueness of the Vicksburg campaign itself. Grant's army conducted one of the most mobile operations of the Civil War for a period that lasted less than three weeks, then abruptly shifted gears and carried out a stagnant siege for more than six weeks, foreshadowing the worst of World War I's trench warfare. In terms of a wargame that is supposed to be simultaneously realistic, educational, and fun to play, that kind of shift in the tempo of a military operation is difficult to simulate. Chris and I by necessity had to formulate several game concepts that were new to the *GCACW* system.

The vast differences between the opposing armies in the Vicksburg campaign also posed significant design challenges. Organizationally, the armies were practically opposites. Grant carried out the campaign with three (later five) corps, with the infantry division of 4,000 to 6,000 men as the fundamental maneuver element; Pemberton maintained no corps organization, just divisions directly subordinate to him, with the infantry brigade of 2,000 or 3,000 men as his basic maneuver element. This organizational dissimilarity decidedly favored the Union army. Grant's orders were for the most part executed smoothly, allowing him to effectively shift seamlessly from maneuver to battle. In contrast, Pemberton's ability to exert control over his army was hampered by several key command factors, the most debilitating of which was his responsibility to defend a vast expanse of territory. Thus, when Grant landed at Bruinsburg on April 30, Pemberton's army was so widely dispersed that at first, he could not organize a coherent response quickly enough to counter the enemy's surprise landing, and the result was that Confederate divisions, consisting of only a few small brigades, arrived haphazardly at the front and had virtually no ability to launch a counterattack. In the two vital weeks following the Union invasion, Grant held the initiative totally and was fully capable of moving where he wanted with little interference from the enemy and concentrating swiftly to strive to crush his opponent on the battlefield.

By consulting the best of the primary and secondary source materials related to the Vicksburg campaign, Chris and I absorbed the intricacies of this pivotal phase of the Civil War and learned to appreciate the challenges faced by both sides. As always, it was fun. We hope you agree that *Thunder on the Mississippi* is a worthy addition to the *Great Campaigns* line of games. We thank you for your devotion to the series and fully grasp that all of this would not be possible without your support.

-Joseph Balkoski

This is the third design (after *Hood Strikes North* and *The Petersburg Campaign*) that Joe and I have jointly designed, and our working relationship continues to be seamless and enjoyable. For this game we started playtesting with long, live Vassal sessions instead of using play-by-email. Live play with Discord or a simple phone call really sped up the process and enabled us to brainstorm rule changes quite well. We took turns so often switching who had control of the "master" of a scenario or rules file to write up a rule or make changes that I have completely forgotten who wrote what.

As usual, a *GCACW* project needs quite a bit of support from a cadre of dedicated playtesters. The full list is given below, but as usual special mention must be given to Alberto Romero who got us quickly going on Vassal with another of his superb productions, without which we would have floundered!

-Chris Withers

Thunder on the Mississippi Credits

TOM Game Design & Development: Joe Balkoski, Chris Withers

Series Game Design: Joe Balkoski

Map Painting: Charles Kibler

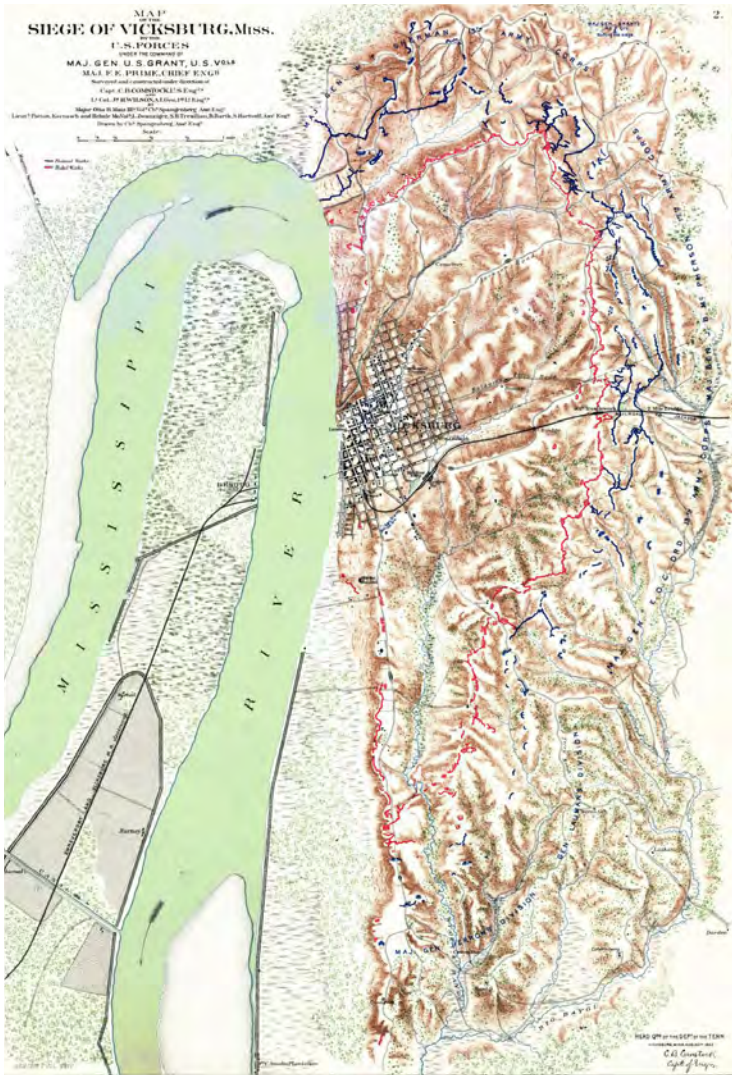
Graphic Design: Charles Kibler

Rules Layout: Nick Richardson

Playtesters: Joe Balkoski, Ed Beach, Juan Caballero, Mark Greenwood, Ethan Hinkle, Mathew Hinkle, Phoebe Hinkle, Roger Kittelson, Ken Lee, Steve Likevich, Ian Mackay, Jeff McMahon, Raúl García-Ortiz, Bruno Passacantando, Justin Rice, Alberto Romero, Steve Sandy, Guillermo Solar, Niall Taylor, Laurent Tisseyre, Chris Withers

Proofreaders: Rob Doane, Mark Greenwood, Mathew Hinkle, Roger Kittelson, Bruno Passacantando, Alberto Romero

Cover Art: *Siege of Vicksburg, The Assault on Fort Hill*, Thure de Thulstrup, 1888, https://www.loc.gov/item/2003663945/.



The Siege of Vicksburg