Prelude to Vicksburg

Battle of Chickasaw Bayou (December 26-29, 1862)

THE AMERICAN CIVIL WAR: VOLUME 9

Exclusive Rules

REVOLUTION
GAMES

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1.0 Introduction

"I reached Vicksburg at the time appointed, landed, assaulted and failed."
--Union Maj. Gen. William T. Sherman

The Battle of Chickasaw Bayou was fought over four days and was a grand missed opportunity for the Union Army in its desire to crush the Rebellion. If they had proceeded with haste, the Federals could have captured Vicksburg and delivered a master stroke against the Rebels a sure seven months before Vicksburg surrendered on July 4th 1863. The Union player is as much fighting against the terrain as the Confederate Army and a proper understanding of the terrain is essential for the Union player to have any chance in this game.
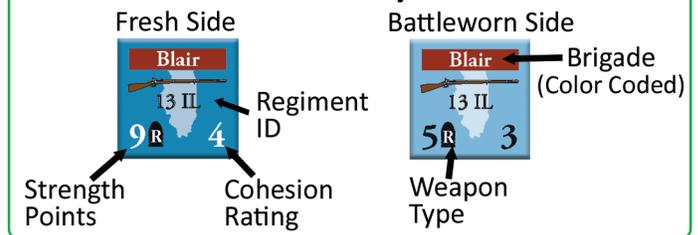
Game Components
1 – 22 x 34 inch map
2 – Counter-sheets of 5/8" counters
5 – Player Aid Charts
1 – Series Rulebook
1 – Exclusive Rulebook
2 – Brigade Activation Cards
1 – Game Box or Ziplock Bag
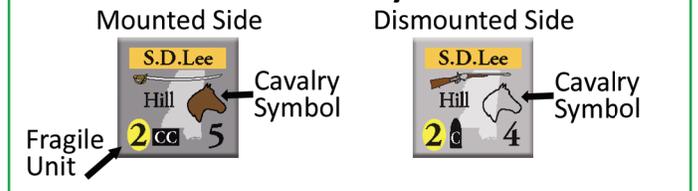2 – Dice (Boxed version only)
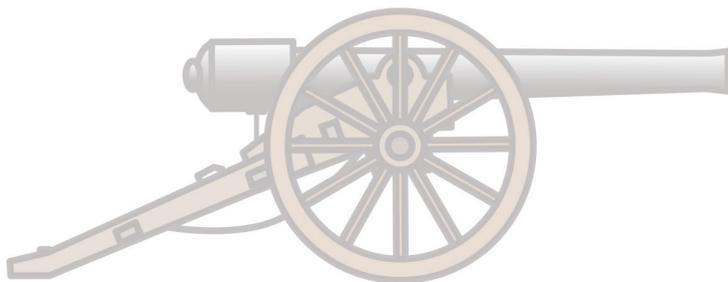
2.0 Terrain, Unit Counters, Markers & Chits

2.1 Unit ID & Organization: Every infantry or cavalry unit belongs to a **Brigade** and each Brigade belongs to a **Division.**
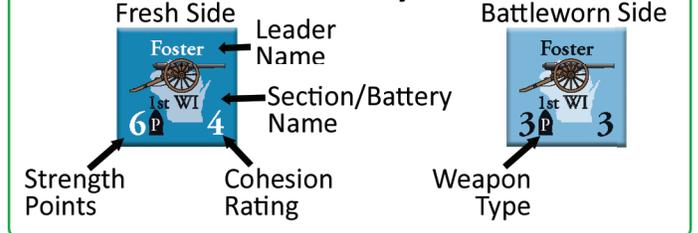

2.1a Pioneer Units: represent a section of 6 to 10 men to remove obstacles or clear a path with axes. They are placed by Union Infantry at the option of the player to remove or reduce Fallen Timber markers, which is done in the End of Turn Phase (14.0)

- Any Union infantry unit starting its Activation (not limited Activation) adjacent to or in the same hex as a Fallen Timber marker can place a Pioneer unit on that Fallen Timber as long as an enemy unit or Pioneer unit does not already exist in that hex.

- One Pioneer unit may be placed per Union infantry per Full Activation.

- Place the Pioneer unit front side up. Pioneer units do not count for stacking.

- Pioneer units do not inhibit Confederate movement and never cause Engagement; a Confederate unit entering a hex containing only a Pioneer unit immediately removes the Pioneer unit from the map.

- Pioneer units do not affect line-of-sight.

- Pioneer units alone in a hex receive enemy Fire Combat normally. If they suffer a loss or retreat result, they are removed.

- Pioneer units alone in a hex attacked by Close Combat are removed from map.

- Pioneer units in a hex with friendly units are removed from map if a Fire Combat or Close Combat requires any friendly unit to take a loss or retreat. Pioneer units may never be the lead unit in a stack with other friendly units.

- Pioneer units can never initiate Fire Combat or Close Combat.

- Pioneer units are immediately removed if a friendly infantry unit is no longer adjacent to the Pioneer unit or stacked with the Pioneer unit. The friendly infantry unit does not have to be the same unit that originally placed the Pioneer unit.

- Pioneer units cannot move once placed.

- Pioneer units removed from the map are immediately available to be used elsewhere on the map. There is no limit to the number of times a Pioneer unit can be reused. The counter limitation (6) is the limit to the number of Pioneer units that can be on the map at any one time. Only one Pioneer unit can ever be in a hex at a time.

2.1b Pontoon Bridge Units:

- A Pontoon Bridge unit can only be placed on a Bayou hex. It costs one movement point for a unit to enter a hex that has an undamaged Pontoon Bridge. Units moving onto a Pontoon Bridge do not roll on the Bayou Table.

- A damaged Pontoon Bridge is treated as a Bayou hex for all purposes.

- If a unit stops its movement on a Pontoon Bridge, the unit is considered to be in a Bayou hex for combat purposes. Artillery and cavalry units cannot end movement or a retreat on a Pontoon Bridge and are eliminated if there is no other option.

- See Scenario 17.6 Grand Assault rule "g" for further rules for Pontoon Bridges.

2.2a Fallen Timber Markers: represent trees cut down by Confederate laborers (slaves). to impede the movement of the Union Army. Fallen Timber markers have a Full X side and a Half x side.

- Full-Fallen Timber block movement entirely for Union units.

- Half-Fallen Timber allows Union infantry to enter at a cost of All their MP. Union artillery and cavalry are prohibited.

- Confederate units, all types, can enter Full & Half Fallen Timber markers at a cost of All their MP. *Designer's Note: This movement is allowed due to the hidden pathways laid down when the trees were fallen.*

- Units conducting Fire Combat or Close Combat from a Fallen Timber marker receive a Shift 1 column to the left.

- Units firing at a target in a Fallen Timber hex receive a Shift 1 column to the left.

Reminder: combat modifiers are cumulative. Example: A unit firing from a swamp hex with a Fallen Timber marker suffers a shift 2 columns to the left.
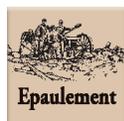
2.2b Epaulement Markers: This marker is placed in a hex after the Epaulement Event Chit has been played. Units firing at a unit in an Epaulement hex receive a 2 Column Shift to the Left.

2.3 Brigade Activation Status Markers: Brigade Activation markers are provided to assist players with tracking which Brigades have been activated this turn (as shown on the reverse side of these counters). <u>**IMPORTANT**</u>: Unlike Command Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note: Brigade Activation Display Cards are included to assist players in keeping their Brigade Activation markers organized.*

2.9 Game Scale: Each map hex is approximately 140 yards across. Infantry and cavalry units represent regiments or battalions, and artillery units represent individual batteries or sections. One Strength Point equals about 50 men or a single gun. Each Game Turn represents roughly 30 minutes.

2.10 Map Terrain Features: Various types of terrain are depicted on the map and are identified on the Terrain Key and in these exclusive rules. A hex is only considered to contain a certain terrain feature if the terrain's graphic occupies or traverses at least half of the hex. **Exception: Bayou hexes 2.10h**. The stray trees along roads and streams are just artistic renderings and have no game effects.

a. **Elevation Levels:** Every hex is at one of seven elevation levels, from 1 to 7. Each level is approximately 50 feet. Example hexes of the different levels are: **1** (2520); **2** (4121); **3** (4022); **4** (3824); **5** (4123); **6** (4326); **7** (4525). A hex's Level is important for Line of Sight (LOS) purposes. Hexes are color-coded to indicate their level, with light green being the lowest elevation and brown as the highest. The levels also have a black contour line between them where the elevation changes one level.

Multiple black lines indicate a change in level equal to the number of lines. At numerous points on the map are small numbers indicating the level of the hex. The map needs to be read like a topographic map using the contour lines and the level numbers along with the colors to make it clear.

b. **Buildings:** The buildings shown on the map are drawn bigger than they were and have no game effects

c. **Rail Fence:** The rail fence exists in hexes 3120 and 3020 and was added for historical interest only and has no effect on game play.

d. **Trench Hexes:** Trenches represent Rifle Pits and Trenches dug by Confederate laborers (slaves). All Target units in Trench hexes receive a Shift 2 columns to the left when receiving Fire Combat or Close Combat. Confederate units in Trench hexes receive a +2 modifier to their Cohesion Rating while in a Trench hex. *Note that Confederate units initiating a Close Combat from a Trench hex receive no benefits to their Cohesion Rating.* Union units in Trench hexes receive no modifier to their Cohesion Rating while in a Trench hex.

e. **Water Terrain:** There are five types of Water hexes and hexsides in the game: **Creek hexsides, Lake hexes, Bayou hexes, Swamp hexes, and Cypress hexes.**
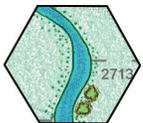
f. **Creek hexside:** Close Combat across a creek hexside receives a shift 1 column to the left.
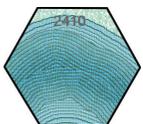
g. **Lake Hexes:** no unit may enter a lake hex.

h. **Bayou Hexes:** represent water areas of indeterminate depth. *Note that in some of these hexes the water portion is a bit less than half the hex but the whole hex is still considered a Bayou hex.* Units conducting Fire Combat or Close Combat from a Bayou hex receive a Shift 1 column to the left. Units in Bayou hexes can never Rebuild or Recover (13.2). The Rally Event chit can NOT be played on units in a Bayou hex. Cavalry (even Dismounted) and Artillery Units can never enter a Bayou hex. Infantry units may attempt to enter a Bayou hex by spending 4 movement points. Before moving into a Bayou hex, roll on the following Bayou Table.

| Bayou Entry Table	
Die Roll	**Result**
1 or 2	Unit enters hex normally spending 4 MP.
3 or 4	The player must choose one of the following: 1. Unit decides not to enter the Bayou hex but still spends 4 MP. 2. Unit decides to enter the Bayou hex spending 4 MP but must conduct an immediate Cohesion Check. The unit passes the Cohesion Check if the die roll is equal to or less than the modified Cohesion Rating of the unit. The unit fails the Cohesion Check if the die roll is greater than the Cohesion Rating of the unit and immediately suffers a Morale Hit. A unit with a "Disrupted" marker receiving a Morale Hit would immediately conduct a Break Test.
5 or 6	Unit spends 4 MP but is prohibited from entering the Bayou hex this turn.

Note that a Wayward Union move from the Fog of War table or moves resulting from the Handsome Move or Huzzah chits, or a skirmish unit withdrawing from an enemy unit do not trigger a roll on the Bayou entry table or a cohesion check. If a unit rebuilds and creates an overstacked hex the overstacked unit may not be displaced into a Bayou hex.

Infantry Units do not roll on the Bayou Table whenever Retreating into a Bayou hex. Simply Retreat into the Bayou hex and immediately conduct a Cohesion Check.

Note that the Bayou Table is also included on the Player Aid Cards for easy reference.

i. **Swamp hexes:** Units conducting Fire Combat or Close Combat from a Swamp hex receive a Shift 1 column to the left. Artillery and Cavalry units may only enter a **Swamp** hex *along a Road.*
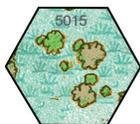
j. **Cypress hexes:** Any Infantry units entering a Cypress hex, by movement or retreat, must conduct an immediate Cohesion Check. The unit passes the Cohesion Check if the die roll is equal to or less than the Cohesion Rating of the unit. The unit fails the Cohesion Check if the die roll is greater than the Cohesion Rating of the unit and immediately suffers a Morale Hit. A unit with a "Disrupted" marker receiving a Morale Hit would immediately conduct a Break Test. Units conducting Fire Combat or Close Combat from a Cypress hex receive a Shift 1 column to the left. Units receiving Fire Combat or Close Combat while in a Cypress hex receive a Shift 1 column to the left. Units in a Cypress hex can never Rebuild or Recover (13.2). The Rally Event chit can NOT be played on units

in a Cypress hex. Treat Cypress hexes as Heavy Woods for Line-of-sight purposes. Calvary and artillery are prohibited from entering Cypress hexes. Units in Cypress hexes never receive Support, nor do they provide Support to any other Unit.

k. Corduroy Bridge: Transversely placed logs in hex 3519 that allowed passage over the bayou. Ignore the Bayou hex in hex 3519 if entering that hex using the Corduroy Bridge. To use the Corduroy Bridge, the unit must begin on lane hex 3418 or lane hex 3520 and it costs one movement point to enter. Units using the Corduroy Bridge do not roll on the Bayou Table. If entering the Corduroy Bridge hex from any other hex, treat the hex as a Bayou hex. If a unit stops its movement on the Corduroy Bridge hex (hex 3519), the unit is considered to be in a Bayou hex for combat purposes. Artillery and cavalry units cannot end movement or a retreat on the Corduroy Bridge and are eliminated if there is no other option. The Corduroy Bridge can never be damaged or destroyed.
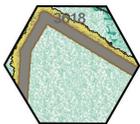
l. Levee Hexsides: Levees represent 10 to 15 foot high mounds of dirt built to impede flood waters. They are usually large enough at the top to allow a wagon to ride along the top. Levees are on hexsides but due to the special circumstances of Blake's Levee it occupies a hex. See Scenario 17.3. Units conducting Fire Combat from the same elevation as the Target unit have their line-of-sight blocked by an intervening Levee hexside on the same elevation. **EXCEPTION: Levee hexsides never block fire if either Firing unit or Target unit is in the same hex as the Levee hexside.** Only Target units in the same hex as the Levee hexside receive the Shift 1 column to the left in Fire Combat and Close Combat. Levee hexsides never block fire if either the Firing unit or Target unit is at a higher elevation than the other.
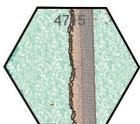
m. Blake's Levee hexes: Blake's Levee hexes are approximately the same size as Levee hexsides but due to the circumstances of Thompson Lake on one side and Heavy Woods and Cypress on the other side, units were forced to move on top of Blake's Levee if they wanted to avoid the more difficult terrain. In game terms, Blake's Levee occupies the entire hex to indicate when units are on top of the levee to avoid introducing awkward rules of moving along a hexside. In Fire Combat, Target units on a Blake's Levee hex receive a Shift 2 columns to the right. In Close Combat, Target units on a Blake's Levee hex receive a Shift 1 column to the left. For Line-of-sight, intervening Blake's Levee hexes block LOS if Firing unit and Target unit is on the same elevation. Blake's Levee hexes never block fire if either the Firing unit or Target unit is at a higher elevation than the other.

n. Woods: There are three types of Woods: Light Woods, Heavy Woods, and Cypress Hexes. (Yes a Cypress hex is both a water and a woods terrain.) A unit located in a Woods hex (even if it has a Lane or Pike) never receives Support, nor does it provide Support to any other Unit. Artillery and Cavalry units may only enter a **Heavy Woods or Cypress** hex *along a Road.*

o. Roads: There are two types of Road hexes: Lanes (ex:2521) and Pikes (ex: 2621). All units traveling from one Lane hex to an adjacent Lane hex with a connecting "Lane" graphic pay only 1 Movement Point, regardless of the other terrain in the hex or the hexside crossed. Infantry units moving along a Pike pay 1 Movement Point but also may use the March Column movement rate (13.5a) and thus pay only ½ Movement Point per hex when under a Maneuver Orders. Artillery and cavalry always moves at ½ movement point per hex rate on a Pike ONLY.

p. Slope Hexsides: These **hexsides** represent a discernible one-Level change in elevation from one hex to the adjacent hex. One of the hexes bordering the relevant Slope hexside is on a higher Level than the adjacent hex. Moving/Attacking from the lower Level hex through a Slope hexside to a higher-level hex is deemed going "up slope" and vice versa is going "down slope". Note that some hexsides change Level elevation but do not have a Slope hexside (these are very gentle slopes) and have no movement or combat effects in the game. Slope hexsides have movement and combat affects when the relevant unit is going Upslope.
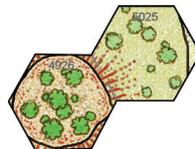
q. Steep Slope Hexsides: These **hexsides** are the same as Slope hexsides except that they represent a discernible two or more level change in elevation from one hex to the adjacent hex. Also, Steep Slope hexsides have movement effects going both up slope and down slope, but combat affects only when going up slope.
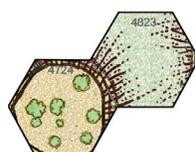
2.11 Charts and Tables: Included in the game are two sheets with the **Combat Results Table** and **Cohesion Tables** (one for each player), two **Player Aid** sheets (one for each player) that include various charts and tables on one side and the Unique Events Descriptions on the back, two Brigade Activation display cards, and the **Turn Records Track**.

3.0 Unit Stacking

3.1 Stacking Limits: The maximum number of strength points (SPs) allowed in a single hex is **10 SPs**. In addition:

a. **Road Hexes:** If any moving unit wishes to use any **Lane, Pike** or **March Column** movement cost (10.5a) when entering a hex, the 10 SP stacking limit is in effect always, *not just the end of the turn*.

6.0 Artillery Phase

Artillery units do not organizationally belong to any Brigade or Division. They are independent units and conduct their activities during the Artillery Phase. The Movement Allowance of all Artillery units is **6 MPs**.

6.5 Artillery Movement and Fire Considerations:

a. Artillery units wishing to move up a Steep Slope (from lower elevation to a higher elevation) must start the move already adjacent to the Steep Slope hex side, spend their entire Movement Allowance to do move into an adjacent hex through that hex side. They also suffer a Morale Hit to making such a move (12.5).

7.0 Chit Draw Phase

7.3 Drawing and Applying a Chit:

a. **Command Events:** There are no Command Events.

b. **The Fog of War:** The *Fog of War* chit allows for the occurrence of those unusual or unexplained troop movements and attacks that have often happened throughout military history.

Fog of War When the *Fog of War* chit is drawn, the non-chit-pulling player rolls one die and consults the Fog of War Chit Table on the player aid.

After all effects are resolved, the *Fog of War* chit is discarded (unless deployed onto the map) and the next chit is drawn.

Results are applied as follows:

- **[Affected Side] Battlefield Chaos:** The *opposing player* to the affected side selects any one enemy-occupied hex and places the *Fog of War* chit on that hex. **All units** in that marked hex are under following restrictions:

  o They may not voluntarily move or initiate combat of any kind for the remainder of the Game Turn. **Exception**: see bullet below.

  o No *friendly* **Event Chit** can be played by the owning side on this hex (but the opponent can play chits there).

  o They may not receive Unit Support (12.4) nor do they provide Unit Support.

o They may use Defensive Fire (11.3a) but **with only ½ SPs.** They retreat (12.3) normally.

The chit is removed if the unit(s) are eliminated, broken, retreats or at the end of the turn.

- **Wayward [Affected Side] Move:** The opposing player to the Affected Side selects any one enemy unit to affect. **Exception: May not choose a Pioneer.** The player may then move this enemy unit one hex in any direction. The unit may not be moved into a hex that it is prohibited from entering, a hex that would be over-stacked, or off the map edge. This move may trigger Opportunity Fire. Artillery that is not engaged could not be moved into engagement as this is a prohibited move.

- **Possible General Casualty:** The affected player rolls two dice and reads them as the Combat dice roll resulting in a number from **11** to **66**. The player then consults the General Casualty Table located on the player aid.

  o If the Division Activation or the CIC chit for the rolled General is not yet in play, the result is converted to "No Effect".

  o If the Division Activation or CIC chit for the rolled General is currently in play, that General has been killed, wounded or otherwise incapacitated. Remove the affected chit from the game and replace it with its corresponding Casualty version (the one with the "red cross" on it). If the affected Division Activation or CIC chit is still in the cup, place the Casualty version of the chit next to the cup, and when the relevant chit is drawn, immediately replace it with the Casualty chit (before any Command Rating roll, etc.). The Casualty chit is used for the remainder of the game as the Division Activation or CIC chit.

  o If the rolled Division Activation or CIC chit is already a Casualty chit, the original (normal) chit is returned to play (he has recovered, an able replacement has taken command, etc.). Replace the Casualty version of the chit with the corresponding regular chit. This switch back and forth can take place any number of times in a game. See the Leader Casualty Table for the exact die rolls needed to bring a chit back.

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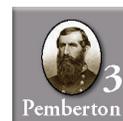
CIC Chit: Each player may receive one **CIC (Commander-in-Chief) Chit** depending on the scenario being played – the Confederate player has Pemberton while the Union player has Sherman. If the die roll is less than or equal to the Command Rating of each CiC, then the CiC is activated successfully. If higher than the Command Rating, it is discarded with no effect.

9.0 Fire Combat

9.1 Firing Eligibility: Units fire individually or by eligible group of units, and each fire is resolved completely before moving to the next one. Each unit can fire only once in the phase, and can only fire at one enemy target hex, but an enemy hex can be targeted multiple times by different units. Firing units may only target enemy units to which they have a Line of Sight (LOS) and that are within Range of their weapons.

a. **Line of Sight (LOS):** When a unit issues Fire Combat at a target two or more hexes away, it must be able to "see" the target unit. To determine LOS, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex (a piece of string is useful here). The LOS can be **Blocked** (preventing fire entirely) or **Obscured** (reducing the effectiveness of fire) by any intervening Light Woods, Heavy Woods, Cypress, Levee hexsides, Fallen Timber, Blake's Levee Hexes, elevation changes, or unit-occupied hexes that the LOS touches. Note that the terrain covering the majority of a hex is considered to span the entire hex – thus, a LOS traced through any part of a hex is affected by the majority terrain in that hex. The LOS trace does not have to contact the actual terrain image. Units' LOS is not affected by their own hex. LOS cases, organized by elevation changes traversed, are:

Firing unit and Target unit are on the same level (*Designer's Note: Nearly all LOS situations in the game fall into this "same level" category since at least 90% of the map is Elevation 1*):

i. Any intervening hex that is higher than both units will Block the fire.

ii. If any intervening hex is at the same level as both units, the LOS is Blocked if there is any Heavy Woods, Cypress, Blake's Levee hex or any unit (friendly or enemy) in the hex. If two intervening hexes are at the same level as both units and are Light Woods and or Fallen Timber terrain the LOS is Blocked. (You can fire through one Light Woods or Fallen timber hex but not through two of them.)

iii. If any intervening hex is at the same level as both units and contains a Levee Hexside, the LOS is Blocked if neither the firer or the target is adjacent to the Levee Hexside. If either the firer or target or both are adjacent to the Levee Hexside, the LOS is NOT blocked.

*Example (below): The CSA infantry unit **C** wants to fire at the USA infantry unit **A**. Both units are on Elevation 2 and the USA dismounted Cavalry **B** is on Elevation 1 and would Obscure but not Block the fire. Note that infantry or cavalry may not fire over friendly troops; artillery can but not while*

using canister. Of course in this situation the CSA unit is firing over enemy units and the fire is allowed.
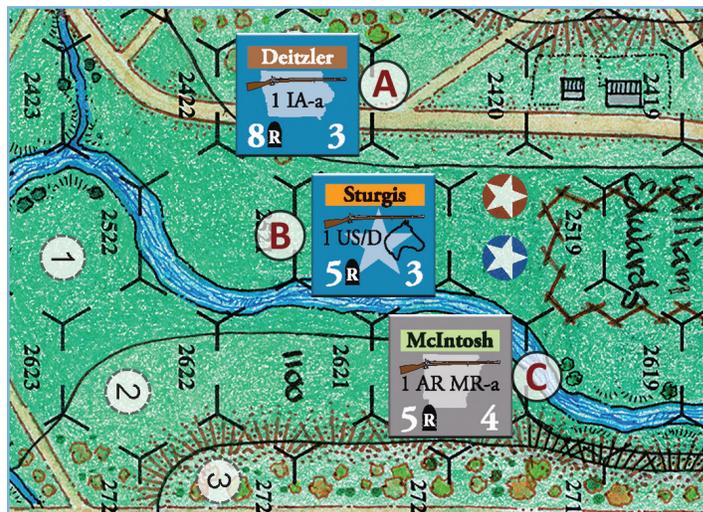
Firing unit is at a lower level than Target unit:

i. Any intervening hex that is higher than both units will Block the fire.

ii. If any intervening hex is at the same level as the Target unit, the LOS is Blocked.

*Example (below): The USA infantry unit **A** wants to fire at the CSA unit **C**. **A** is on Elevation 1 and **C** is on Elevation 2. Both hexes 2622 and 2621 are on Elevation 2 and would Block LOS to unit **C**. Think of hexes 2622 and 2621 as filling the whole hex with Elevation 2 even though it looks like part of their hex is Elevation 1. USA unit **B** on Elevation 1 does have a clear LOS to unit **C** as the intervening hexes between the two units is Elevation 1.*
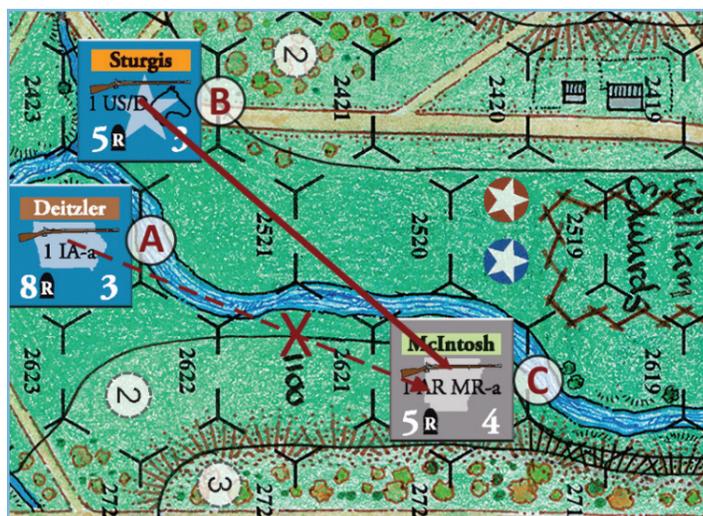
Firing unit is at a higher level than Target unit:

i. Any intervening hex that is higher than both units will Block the fire.

ii. If any intervening hex is at the same level as the Firing unit, the LOS is Blocked.

*Example (above): The CSA Infantry unit **B** on Elevation 8 wishes to fire at USA Infantry unit **A** on Elevation 7. The LOS is Blocked because hex 1110 is Elevation 8. If unit **B** was on Elevation 8, the LOS would still be Blocked because of the Woods in 1110.*

If a LOS passes exactly along a hexside, the LOS is affected by the more restrictive of the two hexes. Blocked fire is prohibited. Obscured fire is allowed but suffers a detrimental column shift. Fire that is both Blocked and Obscured is Blocked.
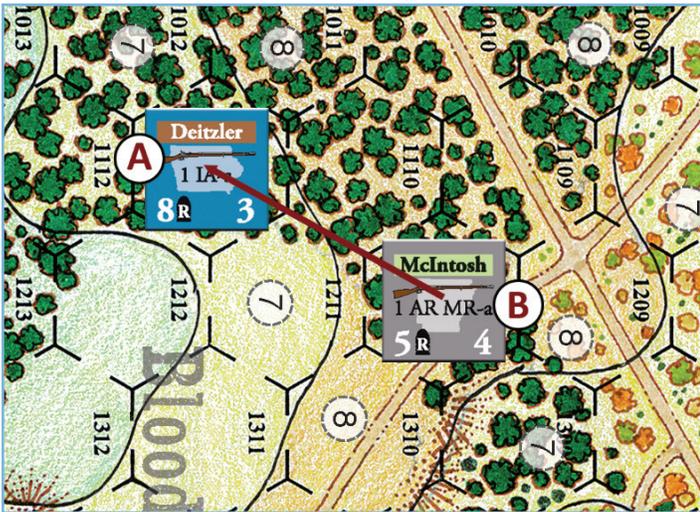
Note that the map's elevation levels should be viewed as "wedding cake". This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they have backed away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

9.3 Fire Combat Procedure:

CRT Column Shifts:

The following column shifts are cumulative:

i. Obscured LOS: Target in Light Woods: shift one column to the left.

ii. Obscured LOS: Target in Cypress: shift one column to the left.

iii. Obscured LOS: Target adjacent to a Levee Hexside: shift one column to the left.

iv. Obscured LOS: Target on Fallen Timber (Full or Half): shift one column to the left.

v. Obscured LOS: Target in Heavy Woods: shift two columns to the left.

vi. Obscured LOS: Target in Trench: shift two columns to the left.

vii. Obscured LOS: Firing Through A Light Woods or Fallen Timber hex on the same level as firing unit

and target: shift one column to the left.

viii. Obscured LOS: Firing Over Units: shift one column to the left if the LOS passes over any intervening units (friendly or enemy) *Exception: Pioneer.*

ix. Firer in Cypress, Swamp, or Bayou hex: shift one column to the left.

x. Firer on Fallen Timber (full or half): shift one column to the left.

xi. Firer in Skirmish Order: shift one column to the left

xii. Target in Skirmish Order: shift two columns to the left.

xiii. Half or more of Firing Artillery SPs are "Mx" Weapon Type at Long/Extreme Ranges: shift one column to the left.

xiv. Half or more of Firing Artillery SPs are "S" Weapon Type firing at Canister Range: shift one column right

xv. Flanking Fire: shift one column to the right if the firing unit(s) qualify for Flanking Fire (see 9.3c).

xvi. Confederate "Good Ground" chit: shift two columns to the left. You may not place a "Good Ground" chit in a Trench hex.

xvii. Defender in a Trench hex: shift two columns to the left. Reminder: Confederate units in a Trench Hex receive a +2 bonus to their Cohesion Rating. *Exception: Confederate units do not receive the + 2 CR when attacking in Close Combat.*

xviii. Target is a cavalry unit: shift two columns to the right. A cavalry unit is a mounted unit. Dismounted cavalry is treated as infantry.

xix. Low Ammo: for each low ammo marker on a unit shift 2 columns to the left. Note: this modifier is cumulative. *Example: 2 Artillery units stacked together with a total of 3 low ammo markers would incur a shift left 6 columns if they fire together.*

xx. Target on Blake's Levee: Shift 2 columns to the right.

xxi. Target is in "Epaulement" hex: Shift 2 columns to the left.

11.0 Close Combat

c. CRT Column Shifts:

i. Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.

ii. Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.

iii. Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.

iv. Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.

v. Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.

vi. Defending SPs are at least Triple the Total Attacking

SPs (1:3 Odds): Shift three columns to the left.

Only one of the above six Odds column shifts can apply in each combat. Including one of the above all column shifts are cumulative.

vii. Half or more Defending SPs are Artillery: Shift four columns to the right.
viii. The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.
ix. The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.
x. Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.
xi. Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
xii. Half or more of Attacking SPs are Smoothbore musket armed: Shift one column to the right.
xiii. Half or more of Defending SPs are Smoothbore musket armed: Shift one column to the left.
xiv. Union "Huzzah!" event: Shift two columns to the right.
xv. Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
xvi. Defender is Cavalry: Shift three columns to the left. This is used in all attacks versus cavalry, including attacks made by other cavalry. *Reminder; the definition of cavalry is when mounted. Dismounted cavalry is infantry.*
xvii. Attacking Unit(s) is Charging Cavalry (10.10) against Infantry/Artillery: Shift two columns to the right.
xviii. Defending Confederate "Good Ground" event chit: Shift two columns to the left.
xix. Defender in a Trench hex: shift two columns to the left.
xx. Attacker is in a Swamp, Cypress, Fallen Timber, or Bayou Hex: Shift one column to the left.
xxi. Defender behind a Creek or Levee Hexside: Shift one column to the left.
xxii. Defender in Heavy Woods, Cypress, or Blake's Levee hex: Shift one column to the left.

12.0 Cohesion Tests

12.3 Retreat Movement: In all scenarios the USA retreat direction is towards the top of the map (hexrow XX00) and the CSA direction is towards the bottom (hexrow XX26). A unit does not have to go straight back, it may go at a diagonal,

so there are three possible retreat hexes available. The direction priority is the last priority, after all other priorities have been satisfied.

12.4 Unit Support:

a. **Unit Support Qualification:**

i. **Infantry and cavalry:** An Infantry or Cavalry unit is supported if there is at least one non-Shaken and non-Disrupted unit from the same Brigade stacked with it or in an adjacent hex. *Note that the unit providing support can be Battleworn.*

ii. **Artillery:** An Artillery unit is **Supported** only when stacked with or adjacent to any non-Shaken and non-disrupted Infantry or Cavalry unit.

iii. **Pioneers:** Are always unsupported.

iv. **Any Unit in any type of Woods :** A unit located in a Woods hex (even if it has a Lane or Pike) never receives Support, nor does it provide Support to any other Unit. This supersedes all other Support qualifications.

v. **Fallen Timber:** no effect on Support.

vi. **Unit on the Broken Track**: Units in the "Available" box on the Broken Track that are attempting to Rebuild are automatically Supported.

Unit Support Effect: If a unit does not have qualifying Unit Support, it is deemed to be Unsupported and its CR is decreased by one (-1).

14.0 End of Turn Procedures

14.4 Fallen Timber Reduction Phase:

- During the Fallen Timber Reduction Phase, perform the following in sequence order:

  1) A Pioneer unit on its "Removal Side" (*the back side of counter*). already on a Full-Fallen Timber marker must immediately flip the Fallen Timber to the Half-Fallen Timber side.

  2) A Pioneer unit on its "Removal Side" already on a Half-Fallen Timber marker must immediately remove the Fallen Timber marker from the map. Then remove the Pioneer unit from the map.

  3) Flip all Pioneer units from their front side on the map to their "Removal Side" of the counter.

15.0 Skirmish Order

Infantry and Cavalry units can enter Skirmish Order, meaning that they are deployed in an open, spread-out formation. This formation conveys certain benefits and penalties. These units are designated by placing a "Skirmish" marker on top of the unit counter. Each side may have a maximum

of **two** units in Skirmish Order at any given time. Units may enter and leave Skirmish Order multiple times.

15.1 Entering and Leaving Skirmish Order:

Units may enter Skirmish Order by spending 2MP when not in Engaged (10.6).

Units may remove a Skirmish marker by spending all of its MP (must be on an Attack, Defend or Manuever Order).

15.2 Skirmish Order Movement and Stacking:

Units may move normally but pay one fewer MP for each hex (minimum one MP per hex). They may not use March Column and may not Engage (10.6).

Skirmishing units may never stack with another unit.

15.3 Skirmish Screen Effects:

An enemy unit that moves adjacent to a Skirmishing unit must pay 1MP in addition to the normal terrain cost. After this move, the Skirmishing unit must immediately withdraw one hex away from the moving enemy unit into a legal hex that is not adjacent to an enemy unit. If it cannot withdraw one hex and meet those conditions, it must continue to withdraw until it reaches a legal hex that is not adjacent to an enemy unit. This procedure is conducted with each individual move by an enemy unit. Skirmishing units never suffer Opportunity Fire.

If a skirmisher cannot withdraw due to encirclement or impassable terrain, it is placed in the Broken 1 box.

Units in Skirmish Order neither provide nor receive Unit Support (12.4).

16.0 Designer's Notes

Thank you for acquiring this installment in the American Civil War Blind Swords Series.

The Battle of Chickasaw Bayou has fascinated me from the moment I discovered it several years ago. An unusual battle that could have been won by the Union if they had acted with urgency. Too me that is an example of a topic begging to be simulated in game form. Storm the trenches on day 2 or wait until day 4 and assault and be slaughtered? What wargamer would not want to do better than General William Tecumseh Sherman did on those fateful days of December 26th to December 29th in the year 1862.

Unfortunately for the Union, Sherman did not realize that Confederate reinforcements were arriving en masse on the night of the 27th. What else would explain him not attacking on the 27th when all of his army was available? I mean it was a mere five miles from the Yazoo River to Chickasaw Bayou.

The goal of the game was to give players the opportunity

to explore the myriad of possibilities that existed on those fateful days of late December 1862. Hopefully I have succeeded in that goal.

----*Stephen Oliver*

Designer Notes and Comments on Chickasaw Bayou Event Chits

Superior Artillery:

All historical sources on Chickasaw Bayou mention the CSA artillery. The artillery did this, they stopped this, they rained fire on the approaching USA troops. But the CSA had no more than 19 artillery pieces (and thus 19 combat factors) spread out along Chickasaw Bayou and none grouped together in more than two cannons a piece (with the exception of Drew's Battery).

But without the Superior artillery Event, the CSA artillery would be a joke and little more than an annoyance for the CSA to use, and thusly the USA player could ignore them.

Hence the Superior Artillery Event chit to give the CSA artillery some well deserved power and to put some fear in the Union player.

Sharpshooters:

The Union was continually getting shot at by hidden CSA sharpshooters. But I did not want the EVENT amplifying a strong CSA unit. Instead I wanted it to be a mostly set amount that could be employed by ANY CSA unit. Hence the limit after ALL modifiers have been employed.

Command Confusion:

To show the slowness of the USA operations and to show Brigades not advancing when they could, etc. IIt is designed to frustrate the Union player and give the CSA player the opportunity to slow down the Union.

Good Ground:

Obvious choice for the CSA since they were always finding defensive terrain when most needed.

Rally:

For both sides. It one of those chits that if not included could make for a boring game once an initial attack fails. Besides in larger battles that one Rally Event will have many targets. Sometimes it may be too powerful but it keeps the action moving.

Handsome Movement:

Continually in the battle the CSA moved without regard to Divisional structure. Forces of two different brigades were able to shift when needed. Giving this to the CSA player is only reasonable. Note that Handsome Movement has nothing to do with combat even though it allows units to engage.

Firing Low:

The Union had a tough time firing on the trenches. Historical sources stated they were EITHER firing LOW or Firing HIGH. Credit to designer Claude Whalen for this Event Chit.

Seeing the Elephant:

The Union fresh recruits – the two Cohesion Rating units were petrified of the Trenches.

Huzzah! and Confident:

The USA, especially on the last day, used this Chit often. To make attacks on the Trenches viable, Huzzah might be necessary. Then combining with Confident is always fun for the Union player. It gives the USA the right opportunity to storm a Trench position. Credit goes to playtester Alan Sawyer for showing me the power of Huzzah, then Confident.

Stand to It:

Very reasonable for the UNION with them having to navigate entering Bayou hexes, or face difficult combat.

Command Momentum:

Hard for the Union to use but once a Division got rolling it would act as one, like they did in the battle.

Epaulement:

The UNION were constantly throwing up defensive works for their artillery units.

17.0 Scenarios

17.1 SECURING THE LANDING ZONE *(DeCourcy Loses His Nerve)*

Historically, General Decoury encountered the Rebel forces at the Lake Woods, deployed his brigade into battle lines but he quickly decided the opposition was too strong to advance. He withdrew without firing a shot. This scenario postulates that General Decoury was considerably more brazen in his attitude.

Scenario Length: 5 Game Turns (3:00 – 5:30, December 26th)

Special Scenario Rules:

a. Area of Play: All Portions of the map are in play.

b. Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following: *Confederate:* use S.D. Lee Division Activation, Good Ground, Rally, Handsome Movement, Sharpshooters! & Superior Artillery. *Union:* use Morgan Division Activation, Confident, Rally, & Stand to it.

c. Command Decision Phase: Union player selects one Key Chit while the Confederate Player selects TWO Key Chits. Players will then randomly select one (USA) and two (CSA) Event chits to be put into the cup. (Exclude one USA Event; exclude two CSA Events).

d. Command Clarity: Once per game, when the Morgan Division Activation chit is drawn from the cup, instead of rolling the die for activation, the Union Player may declare Command Clarity which automatically results in a Full Activation. Use the Morgan Command Clarity marker to indicate when Command Clarity has been used.

e. Restricted CSA Units: The three Confederate units beginning in hexes 2709 and 2710 cannot move or fire until a Union unit comes within FIVE hexes of hex 2709 or they are fired upon by a Union unit. They may also not have any events played on them, including events from the Fog of War table while they are not able to move or fire.

f. Victory Levels: are based on friendly Control of hexes 3206 and 3010 (both hexes are under CSA control at beginning of the game), any enemy units on the Broken Track or eliminated at the end of the game.

  • The Union player receives 2 VP per hex controlled while the Confederate player receives 1 VP per hex controlled at the end of the game.

  • Both players receive 1 VP per enemy unit on the Broken Track or eliminated at the end of the game.

Take the Union VP total (USA hexes controlled plus CSA units broken/eliminated plus CSA units Rebuilt from the Broken Track) and subtract the Confederate VP total (CSA hexes controlled plus USA units broken/eliminated plus USA units Rebuilt from the Broken Track.) to arrive at a Victory Point Difference:

-2 Victory Point Difference: Major CSA Victory, Historical Result
-1: Minor CSA Victory
 0: Draw
+1: Minor USA Victory
+2 Victory Point Difference: Major USA Victory

UNION SETUP

Artillery Unit: Foster – 4002

DeCourcy's Brigade: 16 OH – 3902; 54 IN – 3901; 42 OH – 3900; 22 KY – 4001.

CONFEDERATE SETUP

Artillery Units: Wofford – 3204; Weems – 2709.

Withers' Brigade: 46 MS-a – 3204; 26 LA-a – 3305; 26 LA-b – 3305; 17 LA-a – 2709; 17 LA-b – 2710.

17.2 SECURING THE LANDING ZONE *(Union Aggressive plan – Hypothetical)*

General Blair bivouacked for the night just five hexes off the western edge of the map. This scenario postulates the What-If of his brigade advancing to meet General DeCourcy at Annie Lake's House.

Scenario is identical to Scenario 17.1 except for the following changes:

a. Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following: *Confederate:* use S.D. Lee Division Activation, Good Ground, Rally, Handsome Movement, Sharpshooters!, Superior Artillery, & Command Confusion.

Union: use Steele Division Activation, Morgan Division Activation, Confident, Rally, & Stand to it.

b. Command Decision Phase: Union player selects one Key Chit while the Confederate Player selects TWO Key Chits. Players will then randomly select one (USA) and two (CSA) Event chits to be put into the cup. (Exclude one USA Event; exclude three CSA Events).

c. All CSA units are free to move from the beginning of the game; there are no CSA Restricted Movement.

d. The Confederate Player receives at the end of the game TWO Free Victory Points that are added to his CSA VP total.

UNION SETUP

Artillery Unit: Foster – 4002.

DeCourcy's Brigade: 16 OH – 3902; 54 IN – 4001; 42 OH – 3900; 22 KY – 3901.

Blair's Brigade: 10 MO cavalry – 1801; 13 IL – 1702; 30 MO – 1601; 58 OH – 1501; 32 MO – 1400; 29 MO – 1301; 31 MO – 1300.

CONFEDERATE SETUP

Artillery Units: Wofford – 3204; Weems – 2709.

Withers' Brigade: 46 MS-a – 3204; 26 LA-a – 3305; 26 LA-b – 3305; 17 LA-a – 2709; 17 LA-b – 2710.

17.3 BLAKE'S LEVEE ATTACK *(Impossible Situation)*

This scenario illustrates the difficulty General Steele encountered when faced with Rebel entrenchments at the end of Blake's Levee. The designer considers this easily one of the most unusual engagements of the American Civil War, and he is proud to present it to players for them to explore. The scenario is presented here as an exercise in futility for the Union player, not as a playable situation. Historically, Steele was not able to break the Confederate defenses and by 4 PM was ordered by General Sherman to withdraw.

Scenario Length: 10 Game Turns (11:00 AM – 3:30 PM, December 28th)

Special Scenario Rules:

a. Area of Play: Hex rows 4300 to 5700 are the portions of the map that are in play.

b. Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following: *Confederate:* use S.D. Lee Division Activation Rally, Good Ground, Handsome Movement, Sharpshooters!, & Superior Artillery. *Union:* use Steele Division Activation, Rally, Stand to it, Confident, & Huzzah!

c. Command Decision Phase: Union player selects one Key Chit while the Confederate Player selects one Key Chit. Players will then randomly select one (USA) and one (CSA) Event chits to be put into the cup. (Exclude two USA Events; Exclude three CSA Events).

d. Once per game, when the Steele Division Activation chit is drawn from the cup, instead of rolling the die for activation, the Union Player may declare Command Clarity which

automatically results in a Full Activation. Use the Steele Command Clarity marker to indicate when Command Clarity has been used.

e. No Reinforcements

f. Restricted CSA Movement: The Confederate unit 46 MS-a beginning in hex 4321 cannot move until a Union infantry unit enters a Fallen Timber hex. Pioneers are not infantry units.

g. Victory Levels: are based on Union accomplishments at the end of the scenario.

• Control of 1 Trench hex at the end of the scenario: Decisive Union Victory

• One Fallen Timber marker removed from the map: Marginal Union Victory

• Any other result: Decisive Confederate Victory – Historical Result

UNION SETUP

Artillery Units: Landgraeber – 4711; Griffiths – 5008.

Hovey's Brigade: 17 MO – 4813; 76 OH – 4812; 12 MO – 4811; 25 IA – 4810; 3 MO – 4910; 31 IA – 4909.

Thayer's Brigade: 4 IA – 5108; 9 IA – 5207; 34 IA – 5307; 30 IA – 5306; 26 IA – 5405.

CONFEDERATE SETUP

Artillery Units: Johnston – 4816; Bowman – 4822.

Withers' Brigade: 26 LA-b – 4816; 46 MS-a – 4321; 46 MS-b – 4717.

FALLEN TIMBER marker setup:

Full: 4716.

Half: 4317, 4417, 4517, 4616, 5016, 5117, 5217, 5317, 5416, 5516, 5615, 5715.

17.4 MISSED OPPORTUNITY *(All the Time in the World)*

December 27th 1862 will forever be a day of wasted opportunity for General William Sherman. Confederate reinforcements of the brigades of Barton, Gregg, and Vaughn had not yet arrived to defend Walnut Hills – they would not arrive until nightfall. If Sherman had known that the Rebel trenches were defended only by the brigades of Thomas and Withers, he may have pursued a more aggressive plan of action. As it was, in his memoirs, General Sherman was happy with his army's performance on the 27th. Historically the Union failed to drive the Confederates beyond hex 3214!

Scenario Length: 22 Game Turns (7:00 AM – 5:30 PM, December 27th)

Special Scenario Rules:

a. Area of Play: All portions of the map are in play.

b. Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following: *Confederate:* use S.D. Lee Division Activation, Rally, Handsome Movement, Command Confusion, Sharpshooters!, Good Ground, & Superior Artillery.

Union: use Morgan & M.L. Smith Division Activations, Stand to it, Confident, Rally, Command Momentum, & Huzzah!

c. Command Decision Phase: Union player selects one Key Chit while the Confederate Player selects TWO Key Chits. Players will then randomly select two (USA) and two (CSA) Event chits to be put into the cup. (Exclude two USA Events; Exclude two CSA Events).

d. <u>Once per game</u>, when the S.D. Lee Division Activation chit is drawn from the cup, instead of rolling the die for activation, the Confederate Player may declare Command Clarity which automatically results in a Full Activation. Use the S.D. Lee Command Clarity marker to indicate when Command Clarity has been used.

e. Special Command Rule: Blair's Brigade* is under command of Division Leader M. L. Smith this scenario.

f. Restricted CSA Movement: The Confederate units 26 LA-a and Johnston's artillery beginning in hex 4717 and the 46 MS-b beginning in hex 4721 cannot move until a Union infantry unit is adjacent to a Trench hex.

g. Victory Levels: are based on Union accomplishments at the end of the scenario.

  • Control of 2 or more Trench hexes at the end of the scenario: Decisive Union Victory

  • Control of 1 Trench hex at the end of the scenario: Marginal Union Victory

  • Any other result: Decisive Confederate Victory – Historical Result

UNION SETUP

Artillery Units: Foster – 3803; Barrett – 1300; Hoffman – 1802.

DeCourcy's Brigade: 16 OH – 3703; 54 IN – 3802; 42 OH – 3601; 22 KY – 3702.

Blair's Brigade: 10 MO cavalry – 2005; 13 IL – 1906; 30 MO – 1804; 58 OH – 1805; 32 MO – 1904; 29 MO – 1905; 31 MO – 1903.

Stuart's Brigade: 55 IL – 1801; 57 OH – 1702; 54 OH – 1601; 83 IN – 1501; 127 IL - 1400

CONFEDERATE SETUP

Artillery Units: Wofford – 3204; Weems – 2710; Duncan – 2421; Drew – 3320; Bowman – 3619; Johnston – 4717.

Withers' Brigade: 46 MS-a – 2709; 46 MS-b – 4721; 26 LA-a – 4717; 26 LA-b – 3309; 17 LA-a – 3305; 17 LA-b – 3204.

Thomas' Brigade: 31 LA-a – 2519; 31 LA-b – 2316 (skirmish order); 29 LA-a – 3520; 29 LA-b – 3520; 28 MS Cavalry – 2522.

FALLEN TIMBER marker setup:

Full: 2317, 2417, 2517, 2616, 2717, 2818, 2918, 3118, 3218, 3318, 3418, 3616, 4716.

Half: 2216, 2518, 2617, 3717, 3817, 3917, 4017, 4118, 4217, 4317, 4417, 4517, 4616, 5016, 5117, 5217, 5317, 5416, 5516, 5615, 5715.

UNION REINFORCEMENT SCHEDULE

7:00 am - *Lindsey's Brigade:* 49 IN – 3900; 7 KY – 3900; 114 OH – 3900

7:30 am - *Sheldon's Brigade:* 120 OH – 3900; 69 IN – 3900

12:00 pm - Sherman CiC

CONFEDERATE REINFORCEMENT SCHEDULE

3:00 pm - Pemberton CiC

17.5 PRELUDE TO THE GRAND ASSAULT *(No Progress Made)*

Fog did not lift until 10:00 AM on December 28th. Reconnaissance and removing fallen timber was the name of the game as General Sherman pondered what his next course of action would be. The 29th and 26th Louisiana Infantry held off Morgan's Division for four hours and Morgan did nothing else once they reached the Corduroy Bridge. For M.L. Smith's Division, his only enemy was fallen timber and he dealt with it the entire day. Sherman's Grand Assault would have to wait another day. Considering Sherman's Expeditionary Force was equipped with five days of supplies, his time was running out.

Scenario Length: 16 Game Turns (10:00 AM – 5:30 PM, December 28th)

Special Scenario Rules:

a. Area of Play: All portions of the map are in play.

b. Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following:

Confederate: use S.D. Lee & M. Smith Division Activations, Pemberton CinC, Rally, Handsome Movement, Command Confusion, Sharpshooters!, Good Ground, Firing Low, Seeing the Elephant, & Superior Artillery.

Union: use Morgan, M.L. Smith. A.J. Smith & Steele Division Activations, Sherman CinC, Stand to it, Huzzah!, Rally, Command Momentum, Epaulement, Confident, & Huzzah! (Both Huzzah! Events are used).

c. Command Decision Phase: Union player selects One Key Chit while the Confederate Player selects TWO Key Chits. Players will then randomly select two (USA) and two (CSA) Event chits to be put into the cup. (Exclude four USA Events; Exclude four CSA Events).

d. Special Command Rule: Blair's Brigade* is under command of Division Leader M. L. Smith this scenario.

e. Victory Levels: are based on Union accomplishments at the end of the scenario:

  • Control of 3 or more Trench hexes at the end of the scenario: Decisive Union Victory

  • Control of 2 Trench hex at the end of the scenario: Marginal Union Victory

  • Any other result: Decisive Confederate Victory – Historical Result

UNION SETUP

Artillery Units: Blount – 1206; Wood – 2316; Hart – 2415; Barrett – 2415; Hoffman – 2507; Foster – 3011; Lanphere – 3111; Landgraeber – 4711; Griffiths – 5008.

Burbridge's Brigade: 16 IN – 1110; 23 WI – 1111; 67 IN – 1209; 60 IN – 1210; 83 OH – 1309; 96 OH – 1310.

G. Smith's Brigade: Thielemann's Cavalry – 1915; 13 US Bttn – 2014; 6 MO – 2015; 113 IL – 2115; 8 MO – 2116; 116 IL – 2216.

Stuart's Brigade: 83 IN – 2214; 57 OH – 2215; 127 IL – 2314;   55 IL – 2315; 54 OH – 2414.

Blair's Brigade: 10 MO Cavalry – 2408; 30 MO – 2508; 31 MO – 2509; 29 MO – 2510; 58 OH – 2607; 32 MO – 2608; 13 IL – 2609.

Lindsey's Brigade: 3 IL Cavalry – 2809; 114 OH – 2810; 7 KY – 2811; 49 IN – 3310.

Sheldon's Brigade: 69 IN – 3109; 120 OH – 3410.

DeCourcy's Brigade: 54 IN – 2910; 42 OH – 2911; 22 KY – 3010; 16 OH – 3110.

Hovey's Brigade: 17 MO – 4813; 76 OH – 4812; 12 MO – 4811; 25 IA – 4810; 3 MO – 4910; 31 IA – 4909.

Thayer's Brigade: 4 IA – 5108; 9 IA – 5207; 34 IA – 5307; 30 IA – 5306; 26 IA – 5405.

CONFEDERATE SETUP

Artillery Units: Stowers – 1625; Tarleton – 1725; Ward – 1824; Duncan – 2421; Drew – 3320; Wofford – 3619; Weems – 3719; Johnston – 4816; Bowman – 4822.

Withers' Brigade: 46 MS-a – 4421; 46 MS-b – 4717; 26 LA-a – 3514; 26 LA-b – 4816; 17 LA-a – 4220; 17 LA-b – 4321.

Thomas' Brigade: 31 LA-a – 2419; 31 LA-b – 2320; 29 LA-a – 3316; 29 LA-b – 3316; 28 MS Cavalry – 1526.

Barton's Brigade: 40 GA – 2120; 43 GA – 2223; 52 GA – 2323;   42 GA – 2422.

Vaughn's Brigade: 62 TN – 2519.

Gregg's Brigade: 1 TN Bttn – 1025; 50 TN – 1125; 41 TN – 1225; 30 TN – 1325; 10 TN – 1425; 3 TN – 1525.

FALLEN TIMBER marker setup:

Full: 2417, 2517, 2616, 2717, 2818, 2918, 3118, 3218, 3318, 3418, 3616, 4716.

Half: 2518, 2617, 3717, 3817, 3917, 4017, 4118, 4217, 4317, 4417, 4517, 4616, 5016, 5117, 5217, 5317, 5416, 5516, 5615, 5715.

17.6 GRAND ASSAULT *(Finally the Order is Given)*

On the morning of December 29th, General Sherman told his subordinate General Morgan that "we will lose 5,000 men before we take Vicksburg, and may as well lose them here as anywhere else."

Scenario Length: 13 Game Turns (11:30 AM – 5:30 PM, December 29th)

Special Scenario Rules:

a.   Area of Play: All portions of the map are in play.

b.   Eligible Chits: in addition to the Fog of War and Fortunes of War chits use the following:

Confederate: use S.D. Lee Division Activation, M. Smith Division Activation, Pemberton CinC, Rally, Handsome Movement, Command Confusion, Sharpshooters!, Good Ground, Firing Low, Seeing the Elephant, & Superior Artillery.

Union: use Morgan, A.J. Smith & Steele Division Activations, M.L. Smith replacement Division Activation. Sherman CinC, Stand to it, Huzzah!, Rally, Command Momentum, Epaulement, Confident, & Huzzah! (Both Huzzah! Events are used).

c.   Command Decision Phase: Union player selects TWO Key Chits while the Confederate Player selects TWO Key Chits. Players will then randomly select two (USA) and two (CSA) Event chits to be put into the cup. (Exclude three USA Events; Exclude four CSA Events).

d.   Once per game per Division, when any Division Activation chit is drawn from the cup, instead of rolling the die for activation, the owning Player may declare Command Clarity which automatically results in a Full Activation. Use the Command Clarity markers to indicate when Command Clarity has been used for each Division.

e.   Special Command Rule: Blair's Brigade* is under command of Division Leader M. L. Smith this scenario.

f.   Union Artillery Bombardment: To simulate the Union Preparatory Bombardment that commenced before the assault began, the Union player can place seven Out of Supply (2L) markers on Confederate artillery units of his choice, up to a maximum of two 2L's on any one unit. Note the reverse side of the 2L is the 4L to save on the use of markers.

g.   Pontoon Bridge Placement: Players follow the following steps before the game begins:

•   The Union player places one Pontoon Bridge on a Bayou hex that is within one hex of any Union Infantry unit.

•   The Confederate player rolls a die and consults the following table:

PATTERSON GETS LOST

Die Roll: 1 or 2 - Pontoon Bridge remains in its original hex.

Die Roll: 3 or 4 - Confederate Player moves the Pontoon Bridge to another Bayou Hex within one hex of its original hex.

Die Roll: 5 or 6 - Pontoon Bridge is destroyed, remove from it's hex.

Confederate artillery can fire on the Pontoon Bridge.

- When the Pontoon Bridge is fired upon, any result except a "--" causes the Pontoon Bridge to be damaged. A damaged Pontoon Bridge cannot be used for movement until it is repaired. Immediately flip the Pontoon Bridge to its damaged side.

- Once the Pontoon Bridge is damaged during an Artillery Phase, no more artillery units can fire upon it that phase.

- At the beginning of the Artillery Phase, the Union Player can roll to repair the Pontoon Bridge. A die roll of 1 or 2 repairs it, and flip the Pontoon Bridge to it undamaged side.

- Any artillery fire that scores a "damaged" result on an already damaged Pontoon Bridge, destroys it. Remove the Pontoon Bridge from the game.

Note the second Pontoon Bridge is included for historical interest only so that players can experiment with the possibility that the Union brought more bridging equipment to the battle.

Designer's Note: Historically the Pontoon Bridge was intended to be placed on hex 3018, but Union Engineer Patterson got lost in the darkness and placed the Pontoon Bridge in hex 3017. Then after the sun rose, Union engineers moved the Pontoon Bridge back to hex 3018 but before the Grand Assault began Confederate artillery promptly damaged it and then destroyed it.

h. Bayou Hexes on the First Turn: Union units may enter Bayou hexes on the 11:30 AM turn without having to roll on the Bayou Entry Table. They simply pay the MP required for this turn only. Retreat through Bayou continues to have the normal effects.

i. Union Command Coordination: To simulate General Sherman's clarity of thought with his Grand Assault, increase by +3 all Union Divisional Command Ratings for the 11:30 AM turn. Increase by +2 for the duration of the Noon turn. Finally increase all Union Divisional Command Ratings by +1 for the 12:30 PM turn. This bonus also applies to the Sherman CiC Command Rating. Command Ratings return to normal with the 1:00 PM game turn. This temporary increase in Command Ratings can be used with the Command Clarity Event as normal. Increases to Union Command Ratings shown by turn:

    +3 -- 11:30 AM Turn
    +2 -- Noon Turn
    +1 -- 12:30 PM Turn

j. Snyder's Bluff: Place the four units of S. D. Lee's Brigade in an opaque container and draw one chit when the following occur, placing that unit three turns ahead on the TRT. That unit will enter as a Confederate Reinforcement on that turn at hex 5718:

- The first time a Union unit enters any hex between the first row of Trenches (hexes 1023 to 5723) and the second row of Trenches (hexes 1526 to 5423).

- The first time a Union unit enters any Trench hex in the second row of Trenches (hexes 1526 to 5423).

- The first time a Union unit enters another Trench hex (i.e. the second Trench hex) in the second row of Trenches

(hexes 1526 to 5423).

- The first time a Union unit enters another Trench hex (i.e. the third Trench hex) in the second row of Trenches (hexes 1526 to 5423).

- If however a Union unit comes within three hexes of the Pike hexes running from hexes 5320 to 5718, draw all remaining units from the Chit Cup and place them on the TRT three turns ahead to enter as Reinforcements at hex 5718. On the turn(s) when the Confederate units enter at hex 5718, consult Rule 13.11 Reinforcements Arrival.

k. Victory Levels: are based on Union accomplishments at the end of the scenario.

- Control of 1or 2 Trench hex(es) in the second row of trenches running from hexes 1526 to hexes 5423 at the end of the scenario: Decisive Union Victory

- Control 2 Trench hexes in the first row of trenches running from hexes 1023 to hexes 5723 at the end of the scenario: Marginal Union Victory

- Any other result: Decisive Confederate Victory – Historical Result

UNION SETUP

Artillery Units: Blount – 1915; Wood – 2415; Hart – 2415; Barrett – 2516; Hoffman – 3217; Foster – 3317; Lanphere – 3317; Landgraeber – 3504; Griffiths – 3504.

Burbridge's Brigade: 16 IN – 1816; 23 WI – 2015; 67 IN – 1916; 60 IN – 1715; 83 OH – 1614; 96 OH – 1815; 6 MO – 1814.

G. Smith's Brigade: Thielemann's Cavalry – 1915; 13 US Bttn – 2518; 6 MO – 2417; 113 IL – 2517; 8 MO – 2617; 116 IL – 2717.

Stuart's Brigade: 83 IN – 2216; 57 OH – 2317; 127 IL – 2316; 55 IL – 2416; 54 OH – 2215.

Blair's Brigade: 10 MO Cavalry – 2911; 30 MO – 3213; 31 MO – 3817; 29 MO – 3716; 58 OH – 3816; 32 MO – 3315; 13 IL – 3717.

Lindsey's Brigade: 3 IL Cavalry – 3010; 114 OH – 2916; 7 KY – 2918; 49 IN – 3016.

Sheldon's Brigade: 69 IN – 2818; 120 OH – 2816.

DeCourcy's Brigade: 54 IN – 3418; 42 OH – 3318; 22 KY – 3218; 16 OH – 3417.

Hovey's Brigade: 17 MO – 3603; 76 OH – 3703; 12 MO – 3902; 25 IA – 3901; 3 MO – 3802; 31 IA – 3900.

Thayer's Brigade: 4 IA – 3118; 9 IA – 3117; 34 IA – 3015; 30 IA – 3116; 26 IA – 3215.

Pontoon Bridge: See Special Scenario Rule "g" above.

CONFEDERATE SETUP

Artillery Units: Stowers – 3622; Tarleton – 2822; Ward – 2024; Duncan – 2421; Drew – 3320; Wofford – 3520; Weems – 3619; Johnston – 5222; Bowman – 4822.

Withers' Brigade: 46 MS-a – 4816; 46 MS-b – 4717; 26 LA-a – 3919; 26 LA-b – 3819; 17 LA-a – 4219; 17 LA-b – 4120.

Thomas' Brigade: 31 LA-a – 2519; 31 LA-b – 2419; 29 LA-a – 3320; 29 LA-b – 3220; 28 MS Cavalry – 2322.

S. D. Lee's Brigade: 3 MS Bttn – Snyder's Bluff; 3 MS – Snyder's Bluff; 4 MS – Snyder's Bluff; Hill's Cavalry – Snyder's Bluff.

Barton's Brigade: 40 GA – 2120; 43 GA – 3022; 52 GA – 2619;   42 GA – 2920.

Vaughn's Brigade: 60 TN – 2124; 62 TN – 3520.

Gregg's Brigade: 1 TN Bttn – 2423; 50 TN – 2723; 41 TN – 2523; 30 TN – 4519; 10 TN – 2822; 3 TN – 3619.

FALLEN TIMBER marker setup:

Full: 4716.

Half: 2417, 2517, 2518, 2616, 2617, 2717, 2818, 2918, 3118, 3218, 3318, 3418, 3616, 3717, 3817, 3917, 4017, 4118, 4217, 4317, 4417, 4517, 4616, 5016, 5117, 5217, 5317, 5416, 5516, 5615, 5715.

The following Scenario rules ("l" through "o") are Variants of the actual history and are included so players can explore these interesting "What-Ifs?"

l.   *Race-Course Variant:* The units that begin at the Race-course are included for historical purposes. Landram's brigade faced fallen timber at the race-course that had been cut as part of the Vicksburg defenses many months before, as well as artillery fire from the city itself. Needless to say the brigade had no chance of making any breakthrough. However, players may explore the following possibility:

General Sherman orders Landram's Brigade to join the assault on Walnut Hills. Have Landram's Brigade and the two artillery units (Cooley and Putnam) enter at hex 1007 on the 11:30 AM turn. If so, the Confederate player receives at the 1:00 PM turn the 61st TN unit at hex 1025.

m.   *Yazoo River Variant:* The 118th IL and 131 IL that begin at the Yazoo River were guarding the boats. They are included if players want to experiment with making them part of the assault.

n.   *30th and 32nd MO units Variant:* Inexplicably these two regiments were left "guarding the artillery" (from what is anyone's guess!) An interesting historical possibility is if they had rightfully joined Blair's assault on the Federal Left. Move the 30th and 32nd MO units from their historical starting locations and place them at the beginning of the scenario in hexes 3917 and 3916.

o.   *Blake's Levee Variant:* An interesting possibility to explore is what if Blair's brigade had coordinated their efforts with the Union troops that had been on Blake's Levee the previous day. As an alternate history, setup Thayer's and Hovey's brigades plus the artillery units Griffiths and Landgraeber as they are deployed for Scenario 4. Deploy Blair's brigade in hexes 4215, 4315, 4216, and 4316. Finally, move Lindsey's regiments of the 49th IN and 113th OH from their historical deployments to the hexes of 3118 and 3117 to replace Thayer in the main assault line. *Note that Option "m" could also be used to reinforce Blair's brigade.*