RULES OF PLAY

The CAMPAIGN *for* VICKSBURG 1863 AD

TURNING POINT SIMULATIONS

16

HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@turningpointsimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@turningpointsimulations.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Turning Point Simulations* discussion folder at consimworld.com.

1.0 INTRODUCTION

"Vicksburg is the key. The war can never be brought to a close until the key is in our pocket." —*President Abraham Lincoln*

"Vicksburg is the nail head that holds the South's two halves together." —*Confederate President Jefferson Davis*

"We are going through a campaign here such as has not been heard of on this continent before." —*General Ulysses S. Grant, February 1863*

The Vicksburg Campaign is a two-player game of the Civil War campaign fought in Mississippi from April to July of 1863. Players maneuver units representing the armies and Leaders that fought in the campaign over a map representing the terrain on which the battles were fought. Various charts and tables are used to facilitate play. Two six-sided dice are also needed to resolve combat and determine movement capabilities. Some game pieces are used to denote various conditions of play and aid in record-keeping. ***Designer's Note*** *The game can easily be played solitaire.*

2.0 COMPONENTS

Each copy of *The Vicksburg Campaign* has the following components:
- One 17″ x 11″ mounted map, covering the city and environs around Vicksburg, Mississippi
- One countersheet with 200 counters and markers
- This rulebook
- One separate game chart with tables for victory points, random events and other conditions
- Two 6-sided dice (Boxed Version)

2.1 The Game Map

The 11" x 17" mounted game map portrays the area around Vicksburg, Mississippi where the historical campaign was fought.
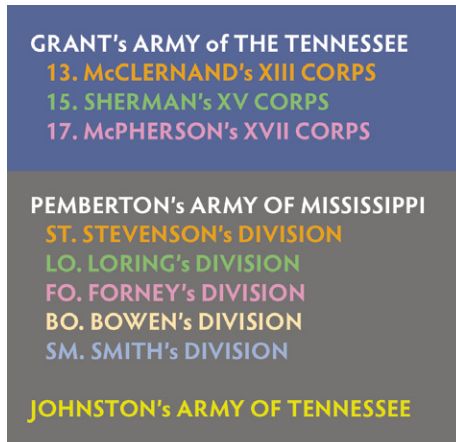
2.2 The Counters

The counters represent the units and Leaders that fought the campaign, plus neutral markers.

3.0 GAME TERMS / ABBREVIATIONS

Activation Units that are to perform an operation are activated. Activated units perform their operations one at a time. Players should rotate units 180 degrees as an aid in remembering which ones have been selected for activation.

Command Subordinate Leaders (corps for the Union Army of the Tennessee, divisions for the Confederate Armies of Mississippi or Tennessee) are color coded:

Committed Leaders that have Activated units, and units that have performed an operation or are judged to be out of supply become Committed. Committed Leaders and units are indicated with the Committed markers and have half their normal combat strength (fractions rounded down).

Disrupted Units that have incurred serious casualties and/or supply shortages. Disrupted units may not perform attacking operations. Units recover from Disruption by remaining Uncommitted for an entire game turn.

Initiative Determines which player can perform operations during a game turn.

Initiative Points (IPs) The difference between the players' Die Rolls during the Initiative Phase of the game turn. Basically it costs 1 or more IPs to Activate a subordinate Leader who can then Activate units the Leader commands and is stacked with/ adjacent to. Costs for Activation vary, however, and players should consult the Activation Table for a listing of all IP costs. When a player exhausts their IPs, or chooses not to expend any more at that time, then the Initiative Phase is repeated to determine if play passes to the opponent or the remains with the current player with additional IPs. Players use the IP markers provided on the General Record Track to record their IPs.

Movement Points (MPs) The value that a unit can spend on movement. Hexes on the map cost a certain number of MPs to enter.

Operations Movement and/or attacking by cavalry or infantry units.

Zones of Control (ZOC) The six hexes around a friendly cavalry unit's hex are it Zone of Control. ZOCs affect the tracing of opponent's supply lines and judging whether a unit is in supply or surrounded. ZOCs do not extend across Mississippi River hex sides or into hexes with field works (entrenchments and fortifications).

Play Note Infantry and Leaders do not have ZOCs (see optional Section 16.4).

3.1 Game Scale
Each hex is 3 miles across. A game turn represents 10 days. A division is approximately ten thousand men, a brigade three to five thousand.

4.0 SEQUENCE OF PLAY

The Vicksburg Campaign is played out in ten game turns. Each turn, however, is broken down into several phases outlined below:

4.1 Supply Phase
Units are judged to be in or out of supply as per the rules of Module 5.0.

4.2 Initiative Phase
Each player rolls one die to determine which player will perform an operation or series of operations. The Die Roll (DR) can be modified by designated Uncommitted Leaders, and the player's Army Morale Level. The player with the highest result receives a number of Initiative Points (IPs) equal to the difference of the two modified DRs. In the event of a tie, reroll the dice. This difference is termed the player's Initiative Point Level. The losing player gets no IPs. When a player has no Uncommitted Leaders/units left to Activate, an opponent with one or more left still rolls a die (with no modifiers) and gets that many IPs (plus any saved) for his next Operations Phase. Place the IP marker on the General Record Track to show how many IPs the winning player will have to expend on operations.

Exception There is no Initiative Phase on turn 1, as the Union player automatically has the Initiative at the start of the game. He rolls one die, and receives IPs equal to the roll as per Section 16.3 [third bullet].

IPs may be accumulated during the Initiative Phase and not used during the subsequent Operations Phase to save for future Operations Phases but are all lost and the total reset to 0 at the start of each new turn.

4.3 Operations Phase
After determining the Initiative Point Level, a player may perform operations with units by Activating them with his available IPs. The cost to Activate units is as follows:

- 1 IP to Activate one Uncommitted unit independently by itself without Activating its commanding Leader
- 1 to 3 IPs (equal to the printed CV of its Leader) to Activate one Committed unit independently by itself without Activating its commanding Leader
- 1 to 3 IPs (equal to the printed CV) of a Leader to Activate him. An Activated Leader can then Activate (requires no additional IP costs) any or all of his subordinate units (plus any other friendly units) that he is stacked with or adjacent to.
- Uncommitted Supreme Commanders can Activate any one unit they are stacked with/adjacent to at no cost in IPs, but doing so causes the Supreme Commander to become Committed.

Uncommitted units that have been Activated can move and/or attack, after which they are marked as Committed by placing a Committed marker on them. Already Committed units can be Activated again, to Force March, but must roll for the effects of the additional use in a turn (Case 7.1.2). There is no formal limit to the number of times that a unit can be Activated for operations, but once in Committed status, such units remain Committed. Committed units that are also currently Disrupted may not be Activated again in a turn.

Once a player exhausts his IPs, or decides to save IPs for possible use later in the turn, the players return to performing a new Initiative Phase, followed by another Operations Phase, until any one of the following is true:

a) Both players have no more Uncommitted units/Leaders
b) Neither player has sufficient IPs to Activate any Uncommitted Leaders
c) Both players consecutively pass
d) If both players roll the same numbers (doubles) during the Initiative Phase and both Supreme Commanders have already been used to Activate units.

Once any of the above circumstances occur, no further operations by either player are allowed for that turn. The turn sequence progresses to the Entrenchment/ Reinforcement phase.

4.4 Entrenchment/Reinforcement Phase
Any Uncommitted units may erect entrenchments in the hex they occupy.

Reinforcements are introduced to the map.

If it is currently one of the Random Event turns (2 APR, 1 MAY, 3 MAY, 2 JUN, and 1 JUL), both players roll one die, total the results, and consult the Random Events Table to see if any random event occurs.

4.5 End Phase

All siege combats are resolved. Uncommitted Disrupted units have their Disrupted markers removed. Committed units that can trace a line of supply have their Committed markers removed. Leaders can be relocated to any friendly occupied hex. Reset all IP markers to 0. Players adjust their VP markers and determine if a player has won or if play continues to the next game turn.

5.0 SUPPLY

Armies must be able to obtain supply in order to perform operations. Units unable to trace a supply line at all are considered "surrounded" and may surrender (and so are eliminated).

5.1 Union Supply Sources

All Union units are automatically in supply for the first two game turns. Beginning with the 3 MAY turn, all Union units must trace supply to one of three Union supply source hexes:

1) All Union units trace supply directly to the Union Depot. The Union Depot ceases to be a supply source if ever occupied by a Confederate unit.

2) All Union units trace supply directly to the northern-most railroad hex (1602, marked "A") once it comes under Union control.

3) A limited number of Union units may also trace supply to Grand Gulf (or Warrenton, see Section 17.3). To determine the number of units that may use Grand Gulf as a supply source the Union player rolls a die. One is subtracted from the die if the Confederate Ironclad *Arkansas* is in the game, but not destroyed (Section 17.4). One can also be added to the die if the U.S. Grant Leader is within 3 hexes of Grand Gulf. The modified DR result indicates the number of Union units that can trace supply to Grand Gulf that turn.

RIVER SUPPLY 7 — Use the markers provided to indicate the supply capacity being provided by the Union River Fleet.

5.2 Confederate Supply Sources

All Confederate units may trace supply to any southern or eastern map edge hex.

5.3 Supply Paths

To be in supply a Leader or unit must trace a supply path back to a supply source. The supply path must be no longer than either:

1) 3 hexes to a supply source;

2) 3 hexes to a rail line which, in turn, stretches back to a supply source; or

3) 1 hex to a trail which, in turn, stretches back to a supply source.

In addition, a unit can trace a supply path of no longer than 3 hexes back to its own Leader that can, in turn, trace a supply path back to a supply source.

A supply path must be clear of enemy units or their ZOCs. A hex occupied by a friendly unit negates an enemy ZOC for purposes of tracing supply. A rail line also can also be considered as a trail for purposes of tracing a supply path. This is important if using optional Section 17.2.

A Leader can extend tracing a path of supply between his units and himself, or from himself back to a supply source by 3 hexes. To do so he must Commit any friendly non-disrupted subordinate unit to "supply line protection" (no matter its location on the map). Each additional Committed unit extends the path another 3 hexes. After completing this process, and determining the maximum length of any supply path a unit can trace, place a Disrupted marker on any unit found to be out of supply.

Example Loring is in Bridgeport and can trace a supply line via the railroad through Jackson to the east edge of the map. Buford's and Tilghman's brigades are within 3 hexes of Loring, and each can trace a supply line free of Union units and their ZOCs back to Loring. Featherston's brigade is 5 hexes away from Loring and the railroad, as well as being adjacent to Carr's 14th Division. Featherston can trace a line of hexes to Loring free of Union units and ZOC, however, so is not surrounded. Since Featherston is further than 3 hexes from Loring, the brigade would be marked Committed for being out of supply. Not wanting to strand and weaken his exposed unit, the Confederate player chooses to mark Tilghman's brigade as Committed, extending Loring's supply path to 6 hexes and putting Featherston's brigade in supply for the turn.

5.3.1 Union Garrisons The Union player must maintain a garrison of units to protect

his railroad supply lines from enemy saboteurs. For every two railroad stations the Union captures, one Uncommitted infantry unit must be stationed for garrison duty if the Union player wishes to use the rail line for tracing supply. The unit may occupy either station hex. Failure to maintain this garrison will result in a number of units equal to one DR becoming Committed due to lack of supplies. One die is rolled for every two stations not garrisoned (i.e., three un-garrisoned stations = two DRs for unsupplied troops). It is not necessary for the Union player to garrison towns along trails that are used for supply.

5.4 Out of Supply

Place Committed markers on all infantry units unable to trace a line of supply. Units (except cavalry) that are unable to trace a line of supply and are surrounded by enemy units or their ZOCs also become Disrupted in addition to becoming Committed (from the lack of supplies).

Place a Committed marker on any cavalry unit that is found to be surrounded (but not on those simply unable to trace a line of supply).

Designer's Note *Cavalry formations were smaller and used to "living off of the land."*

Leaders suffer no effect themselves from being unable to trace a line of supply but their units are then out of supply and suffer the effects above.

6.0 LEADERS

Leaders play an important role in *The Vicksburg Campaign*. These units are used to trace supply lines, modify initiative DRs, and influence operations.

6.1 Chain of Command

All Leaders are part of an overall chain of command within their armies. The chain of command for each side is given below.

Union Army:

Ulysses S. Grant (Supreme Commander)

XIII Corps (McClernand), XV Corps (Sherman), and XVII Corps (McPherson)

Confederate Army:

John C. Pemberton (Supreme Commander)

1st Division (Loring), Stevenson's Division (Stevenson), Forney's Division (Forney), Smith's Division (Smith), Bowen's Division (Bowen), and Johnston's Division (Johnston, relief forces)

6.2 Supreme Commanders

Supreme Commanders command all Leaders and units within their army. An Uncommitted Supreme Commander can Activate any one Leader or unit within their army that is stacked with/adjacent to them. It costs IPs equal to the Supreme Commander's CV to do so. An Uncommitted Supreme Commander can also be used to modify the initiative DR during the Initiative Phases by adding one to the player's DR. This can be in addition to any one other Leader as well (e.g., Pemberton can aid Forney in the Initiative Phase if both Leaders are Uncommitted and the player wishes to Activate Leader Forney in his Operations Phase). Mark all Leaders that were used to win the initiative with a Committed marker. Leaders are not marked with Committed markers if the player does not actually win the initiative.

Example Forney and Loring are both adjacent to Pemberton while Stevenson is not. All are Uncommitted. The Union player has Grant and Sherman already Committed. MacPherson is not. Both player's Army Morale Levels are at 3. Further, the Confederate player has 1 IP remaining to him from earlier in the turn, while the Union player has none. Both players roll a die. The Confederate player announces before rolling that Loring is being Activated, and that Pemberton is assisting. The Union player chooses to Activate MacPherson, fearing that a large Confederate initiative DR difference would be harmful to the Union cause. The Confederate player rolls a 3, adding 3 for his Army Morale Level, 1 for Pemberton, and 2 for Loring rendering a total of 9. The Union player also rolls a 3 and adds 3 for the Union Army Morale Level, and 2 for MacPherson to get 8. The Confederate player wins the Initiative Phase and receives 1 IP, for a total of 2 after adding the saved 1 IP. Pemberton and Loring are both marked as Committed. Because the Union player did not win the Initiative Phase, MacPherson is not marked as Committed.

The Confederate player can choose to Activate all of Loring's command (2 IPs) since Loring was just used to win the initiative. Stevenson and his entire command could not be Activated at this time since it would take 3 IPs; this exceeds the current Confederate total of 2 IPs. Also, Stevenson is not stacked with/adjacent to Pemberton. The Confederate player could Activate any other two Uncommitted units, or any 1 Committed unit, with the 2 IPs. Additionally, the Confederate player could have used Pemberton to Activate any subordinate and independent units that are stacked with/adjacent to him since he also was used to win the Activation DR. Note that this would cost 2 IPs since Pemberton has a CV of 2.

Alternatively the Confederate player can choose to "sit tight" and not expend any IPs and declare a pass, hoping to get more IPs in later Initiative Phases (and that the Union player also does not declare a pass if he wins the next initiative Phase, thereby ending the turn with the Confederate player losing any saved IPs).

Play Note *Leaders do not have to be used in an initiative DR. Once all are Committed, however, the Operations Phase for the turn is completed (Case 4.3a). The use of Leaders to win the initiative, the timing of the expenditure of IPs, as well as their usage, are crucial decisions that must be made several times during the course of a turn.*

6.3 Subordination

Subordinate Leaders can Activate any or all units that they are stacked with/adjacent to and that they command. The units are subject to a Leader's command are color coded. The cost in IPs to Activate the units is equal to the Leader's CV.

Activated units can either move, attack, or both. Each unit must perform its operation individually before another unit can move/attack.

Certain units are not color-coded and thus not subordinate to a particular Leader. Specifically these are the cavalry units on both sides and Mississippi Militia unit. Any one of these units can be Activated for free if stacked with/adjacent to an Activated Leader. These units can also be Activated without using a Leader at the cost of 1 IP (if Uncommitted) or 2 IPs (if Committed) per unit.

6.4 Leadership in Combat

Leaders can also influence combats involving units they are stacked with (only).

This represents not only the presence of the commander, but also heavy artillery, staff preparation, improved command and control, and enhanced army cohesion.

One Leader can use its CV to influence any/all combats in that turn that involve units that are stacked with the Leader. In addition, an Uncommitted Supreme Commander can add his CV as well to a combat. Place a Committed marker on any Uncommitted Leaders that are used in combat in this fashion.

Designer's Note *Leaders are primarily rated for their abilities to command and Activate units, not for combat. Grant and Pemberton were largely responsible for administering and coordinating the subordinate commands of their armies, as well as answering to political Leaders higher up the chain.*

6.5 Leaders and Supply

Leaders are used in tracing supply (see Section 5.3). All units commanded by a Leader must be within 3 hexes of that Leader (who must be in supply) to in turn be considered in supply. The only exception to this is if the unit is within 3 hexes of a friendly supply source and/or rail line (1 hex if a trail). Leaders can extend supply paths (see Section 5.3) by Committing a non-disrupted unit to "supply line protection."

6.6 Leader Loss

Leaders can be lost in combat. If a Leader is stacked with units that participate in a combat, and that Leader contributed its CV to the result, or a Leader was forced to retreat due to combat, then a possibility exists that a Leader has become a casualty. Both players roll a die for each Leader. If both roll the same number (doubles) then the Leader is removed from play and replaced with a replacement Leader.

A player can lose only one Leader due to combat per game. Also, there is no replacement for Confederate General Johnston. If he is lost all of his subordinate units are considered to be independent.

6.6.1 Promotion If due to combat the Supreme Commander is lost, a subordinate Leader must be promoted to replace him. For the Confederate player Johnston must become the Supreme Commander if Pemberton is lost. The Union player can select any of the other Leaders to become the Supreme Commander if Grant is lost. The selected Leader does "double duty" as both Supreme Leader and Leader of his former command.

6.7 Leader Movement

Leaders move either as infantry or cavalry units during the Operations Phase. However, Leaders can only move along with a subordinate unit that has been Activated. Such movement causes the Leader to be marked as Committed.

A Leader that is caught alone in a hex by an enemy unit (not Leader) is immediately relocated to any friendly hex with a subordinate unit in it, otherwise any hex occupied by a friendly unit of the owning player. Roll a die for the displaced Leader. If the DR is greater than the owning player's Army Morale Level, then the Leader is marked as Committed. If the DR is a 6 the Leader is eliminated, and is replaced per Section 6.6.

Leaders can also be relocated during the End Phase after all other units have their Committed markers removed. Supreme Commanders can be relocated to any unit of their army that is not surrounded. Subordinate Leaders can be relocated to any unit they command and that is not surrounded.

7.0 OPERATIONS

Units can perform two types of operations in the Operations Phase: movement and then attack. A player is free to move some units first during the Operations Phase, then conduct attacks and resolve combat, then move other units and conduct other attacks. After all Activated units for the Operations Phase have moved and attacked, the owning player places Committed markers on them (if not already so marked).

7.1 Movement Operations
An Activated unit can move from one hex to another, expending the MPs required to enter each hex as listed on the Terrain Effects Chart, up to the limits of its movement point allowance. Note that Uncommitted units have more MPs than Committed units. Each unit must be moved individually regardless of the number of units that were Activated by expending IPs.

7.1.1 Activation Costs Activation costs are listed in Section 4.3 and on the IP Activation Chart on the back page of rules.

Note: Units that have been chosen to be Activated can be rotated as a player memory aid.

7.1.2 Forced Marching Committed units may also be Activated for movement by Uncommitted Leaders. This is known as Forced Marching. It costs IPs equal to the CV of their Leader to do so. The unit chosen for Forced Marching need not be stacked with/adjacent to its Leader to do so, and may even be surrounded. Following a unit's Forced March it may become Disrupted if any of the following occur:

- The unit entered rough terrain during any portion of its Forced March.
- The unit attacked an enemy unit during any portion of its Forced March.
- The unit entered an unoccupied hex that was in an enemy ZOC.

Upon completion of the Forced March a DR is made. If the DR is greater than the unit's current Army Morale Level, then the unit is Disrupted. This DR is reduced by one if the unit's Forced March ends in a hex stacked with/adjacent to a Leader.

7.1.3 Disrupted Unit Movement Uncommitted Disrupted units may be Activated for movement (only) at a cost of 2 IPs. These units may not enter any hex in a ZOC that is not already occupied by a friendly unit. Disrupted Committed units may not perform a Forced March.

7.1.4 Activation Limits Committed units cannot be Activated by Committed Leaders. Remember, once a player has no more Uncommitted Leaders, no more operations are possible, even if there are unspent IPs.

Unexpended IPs can be saved from one Operations Phase to the next by a player, but any that are not used by the end of a turn are lost.

7.1.5 Union Strategic Movement The Union player can move Activated units south downriver south (but not upriver) via strategic movement. The units must be adjacent to the Mississippi River, in supply, Uncommitted, and non-disrupted. The units are removed from the map and return at the beginning of the next turn's Operations Phase at Grand Gulf. Roll a die for each of the units that were moved. If the DR exceeds the current Union Army Morale Level the unit is immediately marked as Committed. Strategic movement is not possible when the Confederate player controls Grand Gulf or the Union Depot. Further, strategic movement is not possible if the Confederate Ironclad CSS *Arkansas* is still in play (optional Section 17.4).

Designer's Note *Actually the troops are moving along the west bank of the Mississippi, not the river. The river fleet and transports to support this movement happened earlier when they "ran the batteries" at the beginning of the campaign. Moving upriver, with the Vicksburg batteries still intact, would've been impossible to support.*

7.2 Movement Rates and Limits
The following rates for the various units apply in the game:

Uncommitted infantry units have 5 MPs.
Uncommitted cavalry units have 7 MPs.
Committed infantry units have 4 MPs.
Committed cavalry units have 5 MPs.

If a Leader is moved during the Operations Phase for any reason, including retreat from combat, he immediately becomes Committed (Section 6.7).

7.2.1 Stacking All infantry units of the same formation (color-coded) may stack together in the same hex. Any two infantry units may stack together if a Leader capable of commanding one of them is also in the hex. Additionally, one cavalry unit may also stack with any infantry units.

There is no limit to the number of cavalry units that may stack in a hex without infantry. Leaders and markers do not count against stacking. Units that are found to be in excess of the stacking limits are Disrupted (player's choice).

The Confederate player only may stack up to 10 units (plus any number of Leaders) in Vicksburg if Pemberton is present in the hex. Otherwise, normal stacking limits apply.

7.2.2 ZOCs and Movement A unit must stop its movement if it enters a cavalry ZOC. It may attack the cavalry unit if it has sufficient MPs remaining to do so.

7.3 Combat Operations
Combat operations are a form of movement, in that a unit must expend MPs to launch an attack. The attack can take place at any point during a unit's move provided it has sufficient MPs to do so. Combat occurs when individual Activated units launch attacks against adjacent enemy units. Basically, the Activated unit attacks **one** defending unit. However, friendly/enemy units in the same and adjacent hexes can also become involved. Attacks can be modified by the presence of friendly/enemy Leaders, terrain, and the units' status.

7.3.1 Combat Determination The attacking player must have an Activated unit adjacent to an enemy unit in order to launch an attack. In addition, the Activated unit must have sufficient MPs available to launch an attack. The MP cost required to launch an attack is the terrain MP cost of the defender's hex +1 additional MP if there is an entrenchment in the defender's hex.

The following units may also participate in an attack that has been launched:

- All Uncommitted units present in both the attacker's or defender's hexes automatically take part. Mark these with a Battle marker to indicate that they participate in the combat at full strength.

- All Committed units present in the attacker's and defender's hexes automatically do take part if their Leader is stacked with/adjacent to them. When no Leader (or not their own) is present, Committed units in these two hexes may

take part. Roll a die for each such unit. If the number is less than or equal to their sides' current Army Morale Level the Committed unit does participate, but as per the Committed marker on it, it does so at half strength (round fractions up).

- All Uncommitted units on both sides that are also adjacent to both the attacker's and defender's hexes may participate (player's choice) in the combat at full strength (and may provide a die roll modifier).
- All Committed units on both sides that are also adjacent to both the attacker's and defender's hexes may not participate.

Disrupted units normally incur an adverse shift for their side if present in any of the combat hexes. Disrupted units by themselves cannot attack. If Disrupted units are alone in a hex and attacked, they automatically suffer a 1DR result (see Combat Results on the last page of the rules for result details).

7.3.2 Combat Resolution Total all attacking and defending units' CFs and compare as a simple odds ratio, dropping all fractions in favor of the defender (i.e., 23 to 8 is 2 to 1). Modify a unit's printed CF (doubling for example) before adding additional CFs for terrain. Adjust the odds column as noted in the Column Shifts Table on the rules back page.

After determining the modified odds column to be used for the combat, the attacker rolls one die and applies any Die Roll Modifiers (DRMs) that pertain from the Combat Die Roll Modifiers Table on the rules back page.

The maximum combined DRMs cannot be more than plus or minus 3.

7.4 Combat Results
Combat results are detailed below the Combat Results Table on the rules back page. All results to the left of the slash apply to the attacker. Those to the right apply to the defender. Values of D and R indicate Disruption and Retreat effects. A numbered result is the Loss Point (LP) Multiplier to apply, multiply the affected side's CFs by the number and then divide by 5 to determine the amount of LPs inflicted on it. Record any LPs suffered using the "Losses" x100, x10 and x1 markers on the

owning player's Loss Point track. Apply all defender results before those of the attacker.

Example 24 Union CFs attack 12 Confederate CFs in clear terrain. The combat result is -/1R. The Confederate player would retreat his units two hexes and suffers 12 LPs (for his 12 CFs x 1). He adjusts the Confederate LPx1 marker upward 3 spaces (12/5 rounded up equals 3) on the General Record Track. If the same result (1R) had applied to the Union player, his LPx1 marker adjustment would have been up 5 spaces (24 CFs x 1 = 24/5 rounded up is 5).

7.4.1 Retreat The owning player retreats his units toward a friendly supply source in this priority:

1) The retreating units do not enter a hex containing an un-negated enemy ZOC
2) The retreating units do not enter a friendly occupied hex
3) The retreating units do not enter a hex in violation of stacking limits

Units may violate the retreat provisions if needed. However, the combat result is increased in severity as follows: if the units were not Disrupted, they are Disrupted at the conclusion of the retreat. If units were already Disrupted and/or suffered a number result, increase the number result by 1 for each hex of retreat in violation.

a) Cavalry retreat before combat. Non-disrupted cavalry units may retreat before combat 2 hexes rather than stand and fight. However, they are then marked with a Committed marker after the retreat. If already Committed, then roll for possible Disruption as if it had Forced Marched (Case 7.1.2). The attacker's units may advance into the original defender's hex and become Committed.

b) Impassible Terrain or Enemy Units. Under no circumstances can a path of retreat go through impassible terrain or enemy units. Units that cannot retreat as a result of this surrender instead. Remove all Leaders and units from play and the owning player suffers LPs equal to the CFs removed.

Exception Enemy Unit ZOCs. As an exception to Case 7.4.1 1) above, a retreating unit can go through a hex covered by an enemy ZOCs if no other path exits.

7.4.2 Advance After Combat In all cases where the defender has no units remaining

in the hex after combat, any and all participating non-disrupted attacking units may advance into the hex. If the Activated unit was not Disrupted in the attack it may continue moving/attacking (and perhaps attack again) with its unexpended MPs for the remainder of the Operations Phase. Defending units may never advance after combat, even if they force the attacker to retreat.

7.4.3 At the conclusion of a combat, place a Committed marker on all attacking units that participated (regardless of the battle's results).

8.0 FIELD WORKS
Field works represent improved positions, some constructed before the campaign began as well as those hastily built as the occasion demanded. ZOC do not extend into hexes with field works.

8.1 Entrenchments

Entrenchments can be erected by any Uncommitted unit in the Entrenchment/Reinforcement Phase. Place a Committed marker on the unit and place an Entrenchment marker on the hex.

Any/all friendly units that enter the hex, subject to stacking limits, benefit. Entrenchments that are abandoned or entered by enemy units are removed from play.

Units that are in entrenchments have an odds column adjustment in their favor when defending and cost the attacker an additional 1 MP in launching an attack.

8.2 Fortifications
In addition to entrenchments, there are fortified areas on the map. For the Union player, this is the Union Depot hex north of Vicksburg along the Mississippi River. For the Confederate player, this is the city hex of Vicksburg. Both of these are marked permanently on the map. Any unit in these hexes doubles its CFs when on defense. However, if the player also erects entrenchments on these hexes, the CFs on defense are tripled in addition to the normal effects of entrenchments.

Fortifications are destroyed only when enemy units occupy the hexes. Attacking units must also expend an additional 1 MP to attack fortifications (an additional 2 MPs if entrenchments are also present).

9.0 REINFORCEMENTS
Both sides receive reinforcements during the game. All reinforcements are placed in the Entrenchment/Reinforcement Phase after any entrenchments are erected.

9.1 Union Reinforcements

Sheppard's and Herron's Infantry Divisions are available as reinforcement units. Herron's arrives at the Union Depot (hex 0201) on the 3 APR turn. Sheppard's arrives at either the Union Depot or Grand Gulf (hex 0219) the turn after Vicksburg is captured or put out of supply.

These units may be Activated by any Union Leader that is capable and stacked with/adjacent to them.

If used in a pre-game raid, Grierson's cavalry unit may be allowed to return as a reinforcement (Section 10.1).

9.2 Confederate Reinforcements

Confederate reinforcements are dependent upon whether or not the Union player executes Grierson's cavalry raid and if the Union player captures or besieges Vicksburg.

9.2.1 Group A The following units become available on 3 APR turn or as indicated if used in the Grierson cavalry raid (Section 10.1):

- Mississippi Militia infantry. *(The militia unit is not available at all in the game if the Grierson cavalry raid is executed by the Union player.)*
- Jackson and Forrest cavalry units.

These units are marked with a yellow R on their counter.

9.2.2 Group B The following units become available on the turn following Vicksburg's capture or coming under siege:

- Leader Johnston and 1 to 4 infantry units (Cantey, Gregg, Gist, French brigades). Roll a die and pick at random the number of units indicated: DR of 1 or 2 = 1 unit, DR of 3 or 4 = 2 units, DR of 5 = 3 units, DR of 6 = all 4 units.

These units have a red R printed on their counter.

All Confederate reinforcement units enter at Jackson or at any eastern map edge hex not in a Union ZOC.

10.0 CAVALRY RAID

Both sides may conduct cavalry raids to both reduce their opponent's supplies and gain VPs.

10.1 Grierson's Raid

Before Grant's campaign, Grierson's cavalry was sent on a raid to destroy the Gulf, Mobile and Ohio railroad, as well as spread confusion and terror in the Confederacy's heartland.

Before the game starts, the Union player can remove from play the Grierson cavalry unit and proclaim that it is raiding. The Confederate player can then elect to remove the Jackson and Forrest cavalry units from play (any not used will enter play as regular reinforcements under Case 9.2.1). The Union player then rolls the die, subtracting 1 for each Confederate

cavalry unit withdrawn, and consults the Grierson's Cavalry Raid Table on the Player's Aid Card to determine the result.

Additionally, for each VP awarded to the Union player, one Confederate unit is rendered out of supply (see Section 5.4) due to the destruction inflicted on the Confederate railroad network and supply trains.

10.2 Forrest's Raid

The Confederate player can send the Forrest cavalry unit on a raid by moving the unit off of the north edge of the map. The Union player can pursue by also moving any cavalry units off of the north edge of the map afterwards during the same turn. The Union player cannot move off cavalry units beforehand.

At the end of the Operations Phase, the Confederate player rolls one die, subtracting one from the die for each Union cavalry unit that pursued and determines the result from the Forrest's Cavalry Raid Table on the Player's Aid Card. Any exited Union cavalry units may not re-enter the game on a DR of 2 or more. These units are not considered eliminated, however, and will still modify any later raids by the Forrest unit.

11.0 LOSSES

Combat results may call for Loss Points to be taken. These are recorded on the General Record Track with the LP ("Losses") markers. As enemy losses are inflicted, a player will accrue VPs. Excessive losses on a player's own forces could lead to a decline in their Army Morale Level.

11.1 Recording Loss Points

Numbered combat results are LP multipliers. Multiply the CF total of affected player's force that was involved in the combat by the numbered result to get the total amount of losses. Divide this total amount by 5 and round up to determine the final LP amount. Adjust the owning player's LP markers upwards by this final calculation.

11.2 Effect on Victory Points and Army Morale Levels

For each for each time the "x1" LP marker had to be adjusted from the "9" box to the "0" box on the General Record Track by the owning player, award the opponent 1 VP and lower his Army Morale Level by one space (but never to less than 1).

12.0 ARMY MORALE LEVELS

The Army Morale Levels on the General Record Track reflects the amount of training, fatigue, and cohesion within the two opposing armies during the campaign. Army Morale Levels will change due to the effects of battlefield losses, successes, and failures. Army Morale levels affect Forced Marching, use of Committed units in combat operations, and the DRM to be used for resolving combat.

12.1 Adjusting Army Morale Levels

Both players' Army Morale Levels begin in space 4 of the General Record Track (printed on the Track). The value is adjusted as follows:

- For losses as detailed in Section 11.1.
- During the End Phase of the turn, for each time the "x1" VP marker had to be adjusted from the "9" box to the "0" box on the General Record Track, raise that side's Army Morale Level by 1 on the track.

Army Morale Levels never decline below 1 or rise above 5 for any reason during the game (this is noted on the General Record Track).

13.0 RANDOM EVENTS

At the end of the Entrenchment/Reinforcement phase of odd- numbered game turns, both players roll one die, total their results, and consult the Random Events Table (on the

aid card) to determine if a random event occurs that affects the campaign. Apply the event as detailed. A random event of other than "no event" usually occurs once per game except if noted in the event description.

14.0 SPECIAL UNITS / CAPABILITIES

Both sides have unique units and capabilities.

14.1 Union River Fleet
The Union River Fleet unit represents the combat warships and transports that ferried and supported Grant's army when it crossed the Mississippi.

The River Fleet unit Activates as an independent unit (Case 7.1.3), and moves along Mississippi River hexsides. The counter should be oriented such that the top of the counter is pointing to a hexside to clearly indicate its location. It can Activate with any Union formation or independently. The River Fleet unit can move any number of hexsides along the Mississippi River. As long as the River Fleet is located at a Grand Gulf hexside the Union player can use Grand Gulf as a limited supply source (see Section 5.1). Mark the unit as Committed if it is used as a supply source during the Supply Phase.

The River Fleet unit provides a 1 column shift in favor of the Union player in any combats in which the Union player participates and the River Fleet unit is located in a hexside of the attacking or defending hex.

The River Fleet unit can never be destroyed, but is immediately moved out of a hexside and Disrupted if the hex is entered by a Confederate combat unit.

The River Fleet unit can also be attacked by the *Arkansas* (Optional Section 17.4).

The River Fleet is not counted when determining combat strengths or losses in regular combat.

14.1.1 Vicksburg Batteries The Confederate player can attack the Union River Fleet whenever it moves into either hexside bordering the Vicksburg fortress. For each hexside that the Union River Fleet enters, the Confederate player rolls a die and consults the Vicksburg Batteries Table (on the Player Aid Chart) and applies the result. The River Fleet has no effect on the Vicksburg batteries, and continues moving after the batteries' DR.

The Vicksburg Batteries are destroyed once a Union unit (not just a Leader) occupies the city.

14.2 Siege Combat
Siege Combat is a special operation only the Union player can conduct, once per turn (there were only so many siege mortars and engineers to go around). A siege is carried out against Confederate combat units in cities or towns. To conduct a siege the following must apply:

- The CF strengths of the Union units in adjacent hexes must equal or exceed the un-modified CF strengths of the defenders.
- The attackers must be in supply.
- The defenders must be out of supply.
- A Leader must be in one of the attacker's hexes.

If all the conditions apply, then the attacking/besieging units are marked Committed and the defender's hex is marked with a Siege marker.

The siege is resolved in the End Phase, after all other operations are concluded. The attacker rolls a die and modifies it by the DRMs shown below the Siege Combat Table on the Player Aid Chart. Compare the modified result to the defender's Army Morale Level to find the effect as shown on the Table.

15.0 VICTORY CONDITIONS

Players win the game by accumulating VPs and either capturing (Union) or holding (Confederate) the city of Vicksburg.

15.1 Victory Points (VPs)
VPs are accumulated as listed on the Victory Points Table on the Player's Aid Card.

15.2 Confederate VP Command Effects
If Pemberton is eliminated or part of a force under siege, General Johnston becomes the Supreme Commander of the Confederate Army should either the Confederate VP or Army Morale Levels drop below that of the Union. If the siege is lifted and Pemberton can again trace a line of supply, the Pemberton Leader is removed from the game at the end of the turn.

Designer's Note It is assumed that Johnston's arrival would lead to his assumption of overall command of the Confederate forces, rendering Pemberton's role superfluous.

15.3 Winning the Game
The game will end before turn 10 if:

    a) The Union player captures Vicksburg and has at least twice as many VPs as the Confederate player,

    or

    b) After turn 2, the Confederate player holds Vicksburg, Jackson, and Grand Gulf.

If neither case applies, victory is judged at the end of turn 10 as follows:

Union decisive victory. The Union player controls Vicksburg and has 1.5 times VPs more than the Confederate player. This was the historical result of the campaign.

Union tactical victory. The Union player has more VPs than the Confederate player and controls Vicksburg.

Draw. The Confederate player holds Vicksburg but the Confederate player has less VPs than the Union Player.

Confederate tactical victory. The Confederate player holds Vicksburg and has more VPs than the Union player.

Confederate Decisive Victory. The Confederate player holds Vicksburg, has more VPs than the Union player, and there are no Union infantry units south of the line of hexes between Vicksburg and Jackson.

16.0 GAME SETUP

The Confederate player sets up first, followed by the Union player (exception Optional Section 17.3). All units set up abiding by the stacking and terrain rules. All units are considered in supply and Uncommitted at setup. VP and LPs (Losses) are at zero. Both sides' Army Morale Levels begin at 4.

16.1 Confederate Setup

All Confederate units must be set up east of the Mississippi River.

- Forney's Division (Moore and Hebert's Brigades) set up one to a hex, in entrenchments, on the Walnut Hills (between 0405 and 0703, south of ridge line).
- Stevenson's Division (Barton, S.D. Lee, Cumming, Reynolds' Brigades) set up in either Bridgeport (0805) or Edward's Station (0806).
- Smith's command (Shoup, Vaughn, Baldwin's Brigades) set up in or adjacent to Vicksburg (0306). Any that set up outside of Vicksburg may be entrenched.
- Loring's Division (Tilghman, Featherstone, and Buford's Brigades, plus Loring's Cavalry Brigade) sets up within 2 hexes of either (not both) Vicksburg (0806) or Jackson (1508).
- Bowen's Division (Green and Cockrell's Brigades) sets up in or adjacent to Utica (0916), Dillon (0912), or Warrenton (0211).
- Pemberton sets up in Vicksburg (0306).

16.2 Union Setup

- Sherman's Corps (Steele's, Blair's, and Tuttle's Divisions), both Union cavalry brigades (Bussey and Grierson) set up within 1 hex of the Union Depot (0201), in clear terrain, on the east side of the Mississippi.
- McClernand's Corps (Osterhaus', Smith's, Hovey's, and Carr's Divisions), set up within 1 hex of Port Gibson (0521) or Bruinsberg (0220).
- Grant and MacPherson's Corps (Logan's, McArthur's, and Crocker's Divisions) set up within 1 hex of Grand Gulf (0219).
- The Union River Fleet sets up in Grand Gulf (0219).

None of the Union units may begin the game entrenched.

16.3 Special Rules

Before the start of the game, determine these events in the order listed:

- Grierson's cavalry raid (Section 10.1).
- Availability of the Ironclad *Arkansas* (Section 17.4).
- All Union units are considered in supply throughout turns 1 and 2. Only Confederate units need to trace lines of supply on these turns.

Designer's Note *Grant prepared extensively for the abandoning of his supply lines when he crossed the Mississippi River by having his men and quartermasters well stocked when the offensive kicked off.*

- The Initiative Phase is not performed on turn 1. The Union player begins with the initiative and may perform a number of operations equal to the roll of one unadjusted DR.

17.0 OPTIONAL RULES

The following rules add additional historical detail, or can be used to help balance play between opponents of disparate abilities. Enjoy!

17.1 Assaulting Vicksburg

If the Union player wishes to attack Confederate units in the city of Vicksburg he must announce "pass" in one round of the Operations Phase before launching the assault. This is to allow the evacuation of civilians. Failure to do so will result in the award of one VP to the Confederate player.

Play Note *If the Confederate player passes following the Union player's announcement, this will bring an end to the turn. The Union player may then assault Vicksburg at any point later in the game at no penalty. Also, this rule does not apply if the Union player elects to besiege Vicksburg.*

17.2 Railroad Repair

For the Confederate player wishing to conduct a "scorched earth" type of defense, destruction of railroad stations is included in this rule. This option can be declared during the End Phase of any turn.

Once declared, any railroad station later captured by the Union player is seriously damaged. Supply lines beyond that station may only be traced along the printed rail lines as trails.

Damaged stations can be repaired by the Union player only by garrisoning them with an Uncommitted unit for an entire turn. If at the end of the Entrenchment/Reinforcement Phase the unit is still Uncommitted, then the station is repaired.

Exercising this option costs the Confederate player 1 VP for each station that is captured by the Union player after its declaration. Recapture of the station does not gain back the VP for the Confederate player, nor may the Confederate player repair railroad stations *(by this point in the war, the South no longer had the capability to do this).*

17.3 Optional Union Setup

The Union player can choose to set up at Warrenton (0211) instead of Grand Gulf (0219). The decision to do so is made before the Confederate player sets up. All units of MacPherson's and McClernand's Corps, Grant, and the River Fleet unit set up in or adjacent to Warrenton. In this case Warrenton is no longer a valid setup choice for the units of Bowen's Division. Warrenton becomes the third supply source for the Union player on turn 5, not Grand Gulf, under the same restrictions (Section 4.1).

17.4 Ironclad CSS *Arkansas*

The Confederate ironclad played a decisive role in the Confederate defense before Grant's campaign. This rule explores the possible effects this warship may have had if it survived its August 1862 battles, or been saved.

Before the start of the game the Confederate player rolls the die to determine if the *Arkansas* is available. If the DR is even, the ship met its historical fate and is lying in the Mississippi mud off-map down river. If the DR is odd, place the *Arkansas* counter in Vicksburg.

Designer's Recommendation *Alternatively players can just agree to have the* Arkansas *set up along with the rest of the Confederate forces. Exploring alternatives in history is part of the fun in war gaming. Go for it!*

Like the Union River Fleet, the *Arkansas* moves along Mississippi River hexsides. It can Activate with any Confederate formation or independently. The *Arkansas* can move any number of hexsides when moving south (down river). If it moves north (up river) however, roll the die for each hexside entered. If the DR is even, the unit may remain or continue moving (rolling again for each hexside entered). If the DR is odd, the *Arkansas'* engines have given out and the ironclad is eliminated from the game. If the *Arkansas* ends its move in a hex that is subsequently occupied by a Union combat unit, and it cannot Activate again for the turn, it is destroyed (scuttled by its crew).