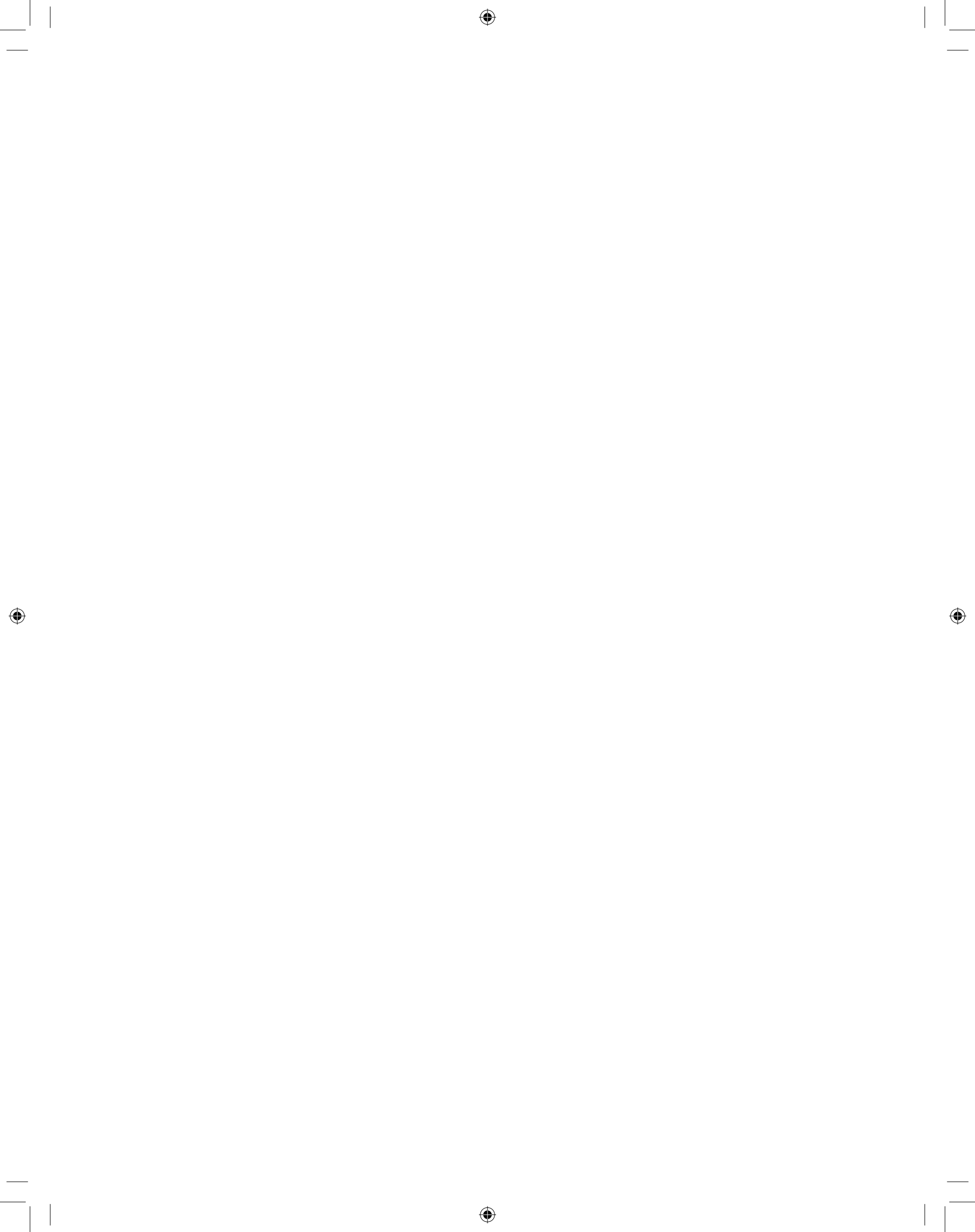


# THE HILL OF DEATH

## CHAMPION HILL







**The Hill of Death** covers the entire Battle of Champion Hill. This important engagement was fought outside of Vicksburg, Mississippi on May 16<sup>th</sup>, 1863, between the Union Army of the Tennessee (under Major General Ulysses S. Grant) and the Confederate Army of Vicksburg (under Lieutenant General John C. Pemberton). Grant successfully landed his army on the shores of the Mississippi River at Bruinsburg and advanced it inland towards the Mississippi state capital of Jackson. Confederate forces tried to stall the advance at the Battles of Port Gibson and Raymond, but to no avail. Grant drove on Jackson and General Joseph E. Johnston's force only made a token effort at defending the city. Despite this feeble defense, Johnston instructed Pemberton to sally forth from Vicksburg and attack Grant's line of supply. On the morning of May 16th, Pemberton's Army of Vicksburg was in route to doing so when it received new orders from Johnston to turn around and instead, join him near the town of Clinton, further to the north. Pemberton hesitated and as the Confederate commander contemplated his next move, Grant about-faced the Union army. Leaving most of Sherman's Corps to hold Jackson, he began a determined advance against Vicksburg and Pemberton's strung out and confused Rebel army.

Players will use the Overall Series Rulebook to play the game with specific applications and exceptions as detailed in this Game Module rulebook. There are two scenarios available in this module plus an option to add units that did not actually appear at the battle but could have done so.

## A) GAME COMPONENTS

- Scale:** Each Hex = 300 yards; 1 Strength Point = 100 men or 1 Artillery Cannon; Each Game Turn = 1 hour; Unit Counters = one or more regiments/batteries
- Map:** The map has various types of terrain features:
  - Clear:** Any hex without a terrain feature.
  - Woods:** Any hex with any "trees" graphic, whether in the entire hex or just a portion of the hex.
  - Cornfield:** This is hex 1108 with the "cornfield" graphic.
  - Bakers Creek:** Any hexside with a "creek" graphic running from hex 0110 to 1401.
  - Jackson Creek:** Any hexside with a "creek" graphic running from hex 0520 to 1109.
  - Stream:** Any hexside with a "stream" graphic (which is narrower than the "creek" graphic).
  - Lake:** This is hex 0120, which is entirely filled with a "lake" graphic, or a hexside with the "lake" graphic (ex: between 0519/0620).
  - Farm:** Any hex with a "building" graphic and the farm's name.
  - Main Road:** Hexes with a wide "road" graphic. The four Main Roads are *Jackson Road*, *Middle Road*, *Ratliff Road* and *Raymond Road*.
  - Minor Road:** Hexes with a narrow "road" graphic. There is only one Minor Road, running from hex 0217 to 0712.
  - Railroad:** Any hex with a "railroad tracks" graphic. The railroad runs from hex 0105 to 1401.
  - Bridge:** Wherever a Main Road, Minor Road or Railroad graphic crosses a Creek or Stream hexside and there is a "bridge" graphic. *Note that there is no bridge between hexes 0618 and 0717 (it was destroyed before the battle).*
  - Elevation Levels:** There are four Elevation Levels used on the map, with the hexes of each level having a colored background that steadily darkens as the levels increase. *For example: Level 1 = hex 0406; Level 2 = hex 0904; Level 3 = hex 1610; Level 4 = hexes 1007 (Champion Hill) and 1508 (Bolls Hill).*

- Elevation Contour Lines:** The gray lines that run along some hexsides delineate two adjacent hexes that are at different Elevation Levels. *For example, moving from hex 1206 to 1207 goes from Level 2 to Level 3.*

- Units:** The unit counters have their information displayed as indicated below. Also, there are a few units unique to this module:

- Unit ID:** Union and Rebel units have different Unit ID entries, and this is important for unit activation purposes:

- Union Units:** The name in the Unit ID is the **Brigade** to which the unit belongs and the number after the slash ("/") is the **Division**. In addition, each Division has a uniquely colored band along the top of the counter. *For example, a "Legget / 3" unit counter is from Legget's Brigade of the 3<sup>rd</sup> Division. All units of the 3<sup>rd</sup> Division have the same red banner.*



- Confederate Units:** The name in the Unit ID is the **Brigade** to which the unit belongs. In addition, each Brigade has a uniquely colored band along the top of the counter. *For example, a "Tilghman" unit counter is from Tilghman's Brigade and all units in that Brigade also have a tan banner.*



- Two-Letter Code:** The codes used for Union and Rebel units have different organizational meanings:

- Union:** The lettered code refers to the parent Corps. This is the basic Formation for Union activations. *For example, a unit with the code "MP" belongs to McPherson's Corps.*

*Note that Major General Frank Blair's 2<sup>nd</sup> Division was actually part of Sherman's Corps, which was back in Jackson, Mississippi administering the city after its capture. Blair was temporarily assigned to McClernand to assist with the drive on Vicksburg.*

- Confederate:** The lettered code refers to the parent Division. This is the basic Formation for Rebel activations. *For example, a unit with the code "LR" belongs to Loring's Division.*

- Confederate Army Supply Wagons:** The *Supply Wagons*



- unit represents the logistical wagon train for the Army of Vicksburg and is relevant in **The Road to Vicksburg** scenario. The unit is treated as an **Artillery** type unit for all purposes with the following exceptions and characteristics:

- The bottom left of the counter has two entries shown. The value to the left of the slash ("/") is its normal SP value while the entry to the right of the slash is the unit's value when calculating the unit's **Stacking Limit** effect. The wagons take up much more space than a normal unit, so they count as being **10 SP** for Stacking Limit purposes.
- This unit may only travel along **Main Road** hexes. If the unit suffers an "SK" result and cannot retreat along **Main Road** hexes, it remains where it is and suffers a "DP" result instead.
- The unit **may not** Engage an enemy unit, issue Fire Combat nor attack in Close Combat. It may defend in Close Combat normally and if alone in a hex when attacked, counts as "Lone Artillery."

**D. Divisional Artillery Units:** All Union Artillery units in this game are “Divisional Artillery” while only two Confederate Artillery units are labeled so.

- **Union Divisional Artillery:** Each Union Artillery unit is assigned to a particular Division (for example, the “12<sup>th</sup> Div. Art.” unit belongs to the 12<sup>th</sup> Division).



The Divisional Artillery units as a group are treated as their own **Brigade** within their Division. When a Union Formation Activation Card is drawn and an entire Division is activated, the Divisional Artillery units activate as part of their Division. If the activation only allows for a Brigade to be activated, the unit(s) of the Divisional Artillery can be activated as their own Brigade.

- **Confederate Divisional Artillery:** The two Artillery units labeled “Division Art.” are assigned directly to *Stevenson’s* Division (ST), and not to a particular Brigade (like the other Rebel Artillery units). When any of the *Stevenson* Formation Activation Cards are drawn, these two units are treated as their own Brigade and can be activated as such.



**E. Optional Units:** There are a number of Union and Confederate units that are not included in the normal play of the two scenarios. These units have a “OP” label on their counters for easy identification. Optional Units are only used if players agree ahead of time to include some or all of them. See H-3 for details.



**F. Shaken/Disrupted Markers:** The “*Shaken/Disrupted*” marker in this module has the following detrimental effects on the attached unit:

- **Shaken** = -2 SP and -1 CR
- **Disrupted** = -4 SP and -2 CR

**G. Game Turn Track and Marker:** The Game Turn Track is used to record both the current Game Turn and the total Victory Points accumulated for each side. If the game goes beyond Game Turn #9, flip the *Game Turn* marker over to its “+10” side and then signify Game Turn #10 by placing it in the “0” space. The *Victory Point* markers are used in tandem, with one indicating the “tens” digit of the total VP scored (“x10”) by each player and the other indicating the “ones” digit (“x1”). For example, a Union VP score of “41” is shown with the Union “x10” VP counter in the “4” box and the Union “x1” VP counter in the “1” box.

## B) COMMAND DECISION PHASE

**I. Formation Activation Cards:** The players will seed Formation Activation Cards each Game Turn, the exact number of which depends on the scenario being played.

**A.** Note that the Union Formations are Corps while the Confederate Formations are Divisions. The formations in this Game Module are:

- **Union Army of the Tennessee (CIC Grant)**
  - **XIII Corps - McClernand (MC)**  
2<sup>nd</sup> Division – Blair (attached from XV Corps)  
9<sup>th</sup> Division – Osterhaus

10<sup>th</sup> Division – A.J. Smith

12<sup>th</sup> Division – Hovey

14<sup>th</sup> Division – Carr

- **XVII Corps - McPherson (MP)**

3<sup>rd</sup> Division – Logan

7<sup>th</sup> Division - Crocker

- **Confederate Army of Vicksburg (CIC Pemberton)**

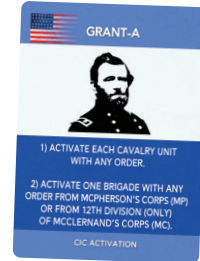
- **Loring’s (LR) Division**

- **Stevenson’s (ST) Division**

- **Bowen’s (BO) Division**

**B. CIC Cards:** Each player has one or two **CIC Cards** to use (labeled “A” and “B”). Each card has some additional rules:

- **Grant-A (GR):** When this CIC Card is drawn, the Union player completes operations in the order listed on the card. First, the player may freely activate any **Union Cavalry** units currently in the game. Each unit can operate under **any** one Formation Order, and they need not pick the same Order. Next, the Union player may choose **any one Union Brigade** (only) and activate it with **any** Formation Order. But this unit can only be from any of *McPherson’s* Corps formations (MP) or from the **12<sup>th</sup> Division** of *McClernand’s* Corps (MC). It does not matter if that unit has already activated, nor does it matter what Formation Order it was under previously.
- **Grant-B (GR):** When this CIC Card is drawn, the Union player may choose any **one Union Division** and activate it with **any** one Formation Order. But this Division can only be from one of *McPherson’s* Corps Divisions (MP) or be the **12<sup>th</sup> Division** of *McClernand’s* Corps (MC). It does not matter if that Division has already activated, nor does it matter what Formation Order it was under previously.



*Grant’s CIC Card restriction is due to a couple of causes. First, Grant did not really like McClernand very much but did acknowledge his skills as a commander. Nonetheless, he did allow him to command the majority of the units deployed at the battle but yet provided unclear directives regarding McClernand’s aggressiveness to engage the enemy. Thus, McClernand was quite cautious in his conduct of the battle. Secondly, lateral communication between the three axes of advance along the Jackson, Middle and Raymond Roads was horrendous. There were no reliable connecting roads, and the terrain was treacherously broken, rutted, and entangled with trees and undergrowth. Therefore, Grant cannot help command any of McClernand’s units comprising the Middle and Raymond Road columns.*

- **Pemberton-A (PE):** When this CIC Card is drawn, the Confederate player completes operations in the order listed on the card. First, the player moves the *Supply Wagons* unit (see H-2a). Then *Reynolds* Brigade is activated. Next, the player may freely activate the two **Rebel Cavalry** units. Each unit can operate under **any** Formation Order (they need not pick the same Order). Finally, the Rebel player may choose any **one Confederate unit** (only) and activate it with **any** Formation Order - *except* - the chosen unit **may not** be from *Loring’s* Division (LR). It does not matter if that unit has already activated, nor does it matter what Formation Order it was under previously.
- **Pemberton-B (PE):** When this CIC Card is drawn, the Confederate player may choose any **one Confederate**

**Brigade** and activate it with **any** Formation Order - *except* - the chosen Brigade **may not** be from **Loring's Division** (LR). It does not matter if that unit has already activated, nor does it matter what Formation Order it was under previously. This card also allows the Rebel player the use of the "March to the Sound of the Guns" Default Event Option (see C-3).

*Like Grant, Pemberton had his own command issues. He did not get along with his subordinates, issued confusing orders and was himself unsure of how to be proceed based upon receiving his own conflicting directions from Johnston. Most importantly, he and Loring loathed one another and as such, Pemberton cannot assist in commanding any of Loring's units in the game.*

- C. Event Cards:** The two players have different procedures when it comes to Key Event Cards and seeding the other Event Cards into the Activation Card Draw Pile.
- **Union:** The Union player will choose **two Key Event Cards** from their set of ten available Event Cards. After picking these two, the player will shuffle the remaining eight cards and randomly draw more (without looking at them), the exact number of which depends on the scenario. All Event Cards are then seeded into the Activation Card Draw Pile.
  - **Confederate:** The Rebel player will choose **one Key Event Card** from their set of ten available Event Cards. After picking this card, the player will shuffle the remaining nine cards and randomly draw more (without looking at them), the exact number of which depends on the scenario. All Event Cards are then seeded into the Activation Card Draw Pile.

## C) ACTIVATION PHASE

- 1. Draw Activation Card Step - Held Event Cards:** Some "Hold" Event Cards for both sides can be held and played **immediately before the next Activation card is drawn**. These cards can activate a small number of units, separate from the normal activation mechanics. If a player is holding one or more of these cards, they may be announced and played per the standard series rules for doing so during this step. The cards are:
  - **Tactical Initiative** (Union and Confederate)
  - **Open Fire!** (Union and Confederate)
  - **Rebel Yell!** (Confederate only)
- 2. Fog of War Wild Card:** When implementing the **Battlefield Chaos** result, the affected unit chosen must be in a **Woods** or **Cornfield** hex.

*The woods and general lay of the land in the area surrounding Champion Hill was particularly challenging. The terrain was rough and difficult to traverse, with unseen ridges and hollows throughout. To reflect this, the Battlefield Chaos result is applied only to units in Woods and Cornfield terrain as they would often wander off, get caught up in the trees and undergrowth or hesitate for fear of stumbling upon the enemy.*

- 3. Default Event Option:** In addition to the normal Default Event options, players may opt to use the "**March to the Sound of the Guns**" action instead. If this is chosen, the player may select one of their Brigades. All units from that Brigade who are adjacent to, or stacked with, at least one other unit of that same Brigade may each move up to **4 hexes** (not MP) **along a**

**Main Road** (only). These units may not Engage an enemy unit. This option may be used on just one unit. The **Union** player may use this ability *throughout the game* with an Event Card; the **Confederate** player may only use this ability after the **Pemberton-B CIC Card** has entered play.

## D) FIRE COMBAT

- 1. Line of Sight (LOS):** The **Cornfield** hex **Blocks** LOS when it and both units are on the *same elevation* level (case G-2a in the series rules). However, it *does not Obscure* LOS if it is a *lower elevation intervening hex* (cases G-2b and G-2c in the series rules).
- 2. Fire Combat Advantages:** The only type of hex that qualifies for the "In Cover" **Target Hex Advantage** in this Game Module is **Woods**.

*Note that the Farm and Cornfield hexes do not count as cover. Some of the Farms do have Victory Point significance.*

## E) MOVEMENT

- 1. Movement Allowances:** Each **Formation Order** dictates the **Movement Allowance** of the units governed by that Order. The actual Movement Allowance for each Formation Order is:
  - **Maneuver = 4 MP** (plus may use *March Order*)
  - **Attack = 2 MP**
  - **Defend = 1 MP**
  - **Mounted Cavalry = +2 MP** to all normal Movement Allowances
- 2. Movement Costs:** The cost in Movement Points to enter an adjacent hex depends on the hex's terrain type, as follows:
  - A. Clear and Farm Hexes = 1 MP**
  - B. Cornfield = 2 MP.** Note that this cost only applies if the unit is not moving along the Main Road that enters hex 1108.
  - C. Woods = 2 MP.** However, **Artillery** and **Mounted Cavalry** units must **stop their movement** upon **entering a Woods** hex that *does not* also contain a **Main Road** or **Minor Road**. There is no such requirement to *leave* a Woods hex. In addition, the **Stacking Limit** may *never* be exceeded in a Woods hex, even during movement.

*This again is the consequence of the rough, undulating, and restrictive terrain that existed on the battlefield.*

- D. Move Uphill = +1 MP** cost. This is when a unit enters a hex that is at a *higher* Elevation Level than the exited hex. It costs *one additional* MP to move uphill (i.e., the unit pays the normal cost to enter that higher hex and then increases that cost by 1 MP), regardless of the actual difference in Elevation Levels.
- E. Cross Stream = +1 MP** cost. This cost is incurred when a unit exits a hex and must traverse a hexside with a "stream" graphic to enter an adjacent hex. It costs *one additional* MP to cross the stream (i.e., the unit pays the normal cost to enter that adjacent hex and then increases that cost by 1 MP).
- F. Main Roads and Minor Roads = 1 MP.** Roads always **cancel the normal MP cost** to enter adjacent hexes - it is always



1 MP (for example, moving Uphill into a Woods hex while moving along a Road would not cost 3 MP – it would cost only 1 MP). Note that the unit must be “moving along the Road” to get this benefit. This is only when moving from one Road hex to an adjacent Road hex that is also the same graphically connected Road hex.

- G. **Railroad** = these hexes are treated in all ways as **Minor Road** hexes.
- H. **Bridge = 1 MP**. A bridge hexside may only be crossed while moving along the Main Road or Railroad that crosses the same hexside. Units may use the March Order rate (see below) if otherwise qualified while crossing the bridge.
- I. **March Order = 1/2 MP**. When a unit is moving along a **Main Road** (only, *not* a Minor Road) and is also operating under a **Maneuver** Formation Order (only) while moving, each Main Road hex then costs only **one-half MP** (so every move of two hexes or portion thereof will cost just 1 MP). The **Stacking Limit** may *never* be exceeded while using March Order, even when just passing through a hex.
- J. **Cross Bakers Creek = N/A**. A unit may not traverse a hexside with a “creek” graphic along **Bakers Creek** (only). Crossing such a hexside is only allowed if moving along a Major Road at a Bridge.
- K. **Cross Jackson Creek = +2 MP**. This cost is incurred when a unit exits a hex and must traverse a hexside with a “creek” graphic along **Jackson Creek** (only) to enter an adjacent hex. It costs **two additional MP** to cross **Jackson Creek**. In addition, **Artillery** units that cross **Jackson Creek** immediately receive an “SH” result upon entering the hex on the far side of the creek, applied normally.

*Jackson Creek was particularly boggy, especially at the lower end of the creek. It was very difficult to cross, especially for artillery guns and caissons.*

- L. **Lake = N/A**. Units may never cross a **Lake** hexside nor may they enter a **Lake** hex.
- M. **Disengagement = +1 MP** cost.
- 3. **Stacking Limit**: The stacking limit in any hex is **25 SP**. In this module, this stacking limit may not be exceeded **at any point** in a **Woods** hex (even while moving through) or when conducting **March Order** movement rate.

## F) CLOSE COMBAT

- I. **Defender Units Advantages**: add the following Advantage:
  - **Attacking Across Baker’s Creek**: If *all* attacking hexes have a **Baker’s Creek** hexside between them and the defending hex, the attacking hex gets two column shifts left (instead of just one shift). Close Combat attacks across **Baker’s Creek** can only be made through the **Bridge** hexside.

## G) VICTORY DETERMINATION

- I. Both scenarios use the standard rules to determine Victory Points earned, except as detailed in that scenario. Both have an additional unique VP mechanic that players should be aware of.

## H) SCENARIOS

Before the game begins, players should decide which scenario they will play. The first scenario is the shorter and easier one to play and serves as a tutorial to the game system. The second scenario is representative of the entire historical battle. Players may also opt to play the second scenario using one or more of the variable Optional Units which are explained in the last entry in this section. Victory conditions for each scenario are explained in detail in the scenario entry. The player with the most total VP at the end of the game is the winner.

### I. THIS BLOODY HILL

This is a short scenario that can be used as a tutorial or if you have limited playing time. It simulates only the climax of the battle around Champion Hill itself, which started around noon and continued through mid-afternoon. The scenario lasts **6 Game Turns**, from 11:00 am (Game Turn #1) through 4:00 pm (Game Turn #6).

- A. **Map Restrictions**: Only a portion of the map is used in this scenario. Draw an imaginary boundary along the “**xx12**” hex row (for example, 0112, 0212, 0312, etc.). Treat this as if it is the edge of the map for this scenario *for all purposes*.
- B. **Event Cards**: The **Union** player gets **two Key Event Cards** and **one random Event Card**, for a total three Event Cards per Game Turn. The **Confederate** player gets **one Key Event Card** and **two random Event Cards**, for a total of three random Event Cards per Game Turn.
- C. **CIC and Formation Activation Cards**: Players will seed CIC and Formation Activation cards depending on the specific Game Turn being played. Note that only the “**B**” version of the **CIC Cards** is used in this scenario. See the **Scenario Game Turns** section for details.
- D. **Reinforcements**: Both players receive Reinforcements during the game. Arriving unit details and hexes of entry are listed in the **Scenario Game Turns** section. These units are eligible to be activated on the indicated Game Turn and may enter the map via the listed hex(es).
- E. **Game Setup**: Place the listed units onto the map the game map as indicated.

### UNION

#### **McClermand’s Corps (MC)**

- **14<sup>th</sup> Division Artillery**: 1811
- **Lawler Infantry** (both units): 1711
- **Benton Infantry** (both units): 1611
- **Lindsey Infantry (9-3)**: 1509
- **9<sup>th</sup> Division Artillery** and **Lindsey Infantry (5-3)**: 1510
- **Garrard Infantry (10-3)**: 1408
- **Garrard Infantry (6-3)**: 1409
- **Slack Infantry** (both units): 1304
- **McGinnis Infantry (8-3 and 6-3)**: 1204
- **McGinnis Infantry (10-3)**: 1103

#### **McPherson’s Corps (MP)**

- **Stevenson Infantry (10-4)**: 1301
- **Legget Infantry** (both units): 1003
- **3<sup>rd</sup> Division Artillery (12R-4)**: 0902
- **J.E. Smith Infantry** (both units) and **3<sup>rd</sup> Division Artillery (6S-4)**: 0901

### CONFEDERATE

#### **Stevenson’s Division (ST)**

- **Division Artillery (2S-3)**: 1007