

VICKSBURG



CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET-UP
- 4.0 HOW TO WIN
- 5.0 SEQUENCE OF PLAY
- 6.0 STACKING
- 7.0 OFFICERS
- 8.0 BOMBARDMENT
- 9.0 CHAOS OF WAR
- 10.0 MOVEMENT
- 11.0 FIRE COMBAT
- 12.0 HAND-TO-HAND COMBAT

CREDITS

Design: Eric R. Harvey

Managing Game Developer: Doug Johnson

Playtesters: Eric Brun, David Bush, Dave Deitch, Paul Riegel-Green, Terence Turnovsky, Gene Wytrykus

Proofers: Mark Sockwell, Brendan Whyte

Counter Graphics: Nadir Elfarra

Map Graphics: Joe Youst

Production: Richard Aguirre

Special Thanks: Ty Bomba, Chris Perello

Photo Credits: Painting above by Thure de Thulstrup, 1888.



© 2021 Decision Games, Bakersfield, CA

The Assault on Stockade Redan May 1863

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ strategyandtacticmagazine.com/site/e-rules

1.0 INTRODUCTION

Vicksburg: The Assault on Stockade Redan (May 1863) is a two-player tactical wargame simulating the two Union assaults upon the Stockade Redan defensive position situated at the northeastern corner of the Vicksburg perimeter. The Union player must assault and capture the imposing Stockade Redan earthworks that overlook Graveyard Road leading into Vicksburg (unquestionably the most defensible position encompassing the city). The Confederate player must defend the Redan against the two historical assaults that attempted to take it (both failed with heavy casualties to the Union).

Capturing the Redan does not automatically assure a Union victory. If the second Union assault succeeds, the players must then consult the Gettysburg Matrix to determine if the impending collapse of Vicksburg will prevent Robert E. Lee's invasion of the North by compelling Jefferson Davis (who viewed Vicksburg as critical to the South's survival) to refuse Lee's risky plan to invade Pennsylvania, changing the course of the war.

1.1 Scale

Each game turn is equal to 5 to 10 minutes of real time. Each hexagon represents 12.5 yards (22.8 meters) from side to opposite side. Each unit-counter represents a company.

VICKSBURG

2.0 COMPONENTS

A complete game of **Vicksburg** includes a 22 × 34-inch map, rules, and one sheet of 228 $\frac{3}{16}$ -inch counters. Players will need to provide one or more six-sided die to resolve combat and other random game events.

2.2 Map

The map illustrates the militarily significant terrain found in and around the Stockade Redan fortification that historically guarded the approaches of the old Graveyard Road leading into Vicksburg. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units. A unit can only ever be in one hex at any one time.

Errata: The Movement & Fire Factors Chart should include the line; **"Union Artillery Movement 4 Fire Strength 12"**. See page R13 for corrected Chart.

Clarification: Due to slight color issues with Open Field hexes, the Terrain Key shows Open Field hexes as white without the green hue. All hexes not containing other types of terrain are open field hexes, including those hexes within the Redan.

Terrain: Each hex contains natural or manmade terrain features that can affect the movement of units and combat between units. The terrain on the map has been altered to make the terrain coincide with the hex-grid. The relationship between the terrain types is accurate to the degree necessary to present players with the same space/time dilemmas faced by their historic counterparts.

Hex Numbers: Each hex on the map has a unique four-digit identification number printed within it. These numbers are provided to help find locations quickly and to allow for the recording of unit positions if a game must be taken down before it can be completed.

Example: The apex of Stockade Redan is in hex 1519.

2.3 Counters

Most counters represent combat formations. Other counters are provided as bombardment markers and other memory aids. Players should carefully punch out the counters and begin set up using the scenario instructions (3.0).

2.4 Sample Combat Unit

Each combat unit counter displays its nationality by its color scheme, and its unit type by its icon. Other unit characteristics are presented on the Movement & Fire Factors Chart (on the map).



Infantry



Officer



Artillery

Important: Each regiment in the game has a different color band at the top of the counter. Officers do not affect units of different regiments, unless specifically stated in the rules.



Carnage (back of all unit counters)

2.5 Carnage

The reverse sides of all unit counters represent a depiction of the human wreckage remaining when units are eliminated in combat.

- When a unit is eliminated, the owning player turns the counter over in place so that its carnage side shows.
- When flipped to their carnage sides, units permanently cease to be units for all purposes, thereafter, serving as reminders of the recent horror that took place in that location.

Important: A unit that enters a hex with at least one carnage marker expends one additional movement point. See the Terrain Effects Chart (TEC) on the map. A unit only expends one movement point no matter the number of carnage markers. To reduce counter stacks players need only place one carnage marker in a hex as additional markers have no effect.

Designer's Note: If anything typified combat during the American Civil War, it was raw, visceral human wreckage on the battlefield. The heavy shot of the era was blunt and destructive, and this was of course magnified by the congested formations that were employed by the armies of both sides (such that witnesses, including those at this very battle, reported immense swathes of men becoming cut down in an instant by volleys of musket fire and cannonades). What always remained after any hot firefight was a field of dead and dying men, as well as scores more wounded that compounded the horror with their incessant cries for help or water. This could be equally traumatic for the side that had meted out such death, but especially for subsequent attackers that would suddenly find themselves running over and past the wounded and corpses of their comrades. The psychological effect of this very real element of war was enough that it is rightly included as a feature of this game. Indeed, the carnage rules that endeavor to simulate this effect can hardly approach the real thing, but it could not be overlooked at this game's scale and still retain any semblance of tactical Civil War combat.

2.6 Units Background Colors

Union Forces: Blue.

Confederate Forces: Gray.



The Assault on Stockade Redan, May 1863

2.7 Markers

Other counters are provided as markers and memory aids. Details of their uses are given in the sections noted below.



Game Turn Marker
(5.0)



Chaos of War Marker
(9.0)



Morale Marker
(3.1.1)



Bombardment Marker
(8.0)



Bridging Marker
(10.4)

3.0 SET-UP

Players should first decide who will command each side.

a) Place a coin or spare counter in the empty box to the left side of the Union Bombardment Plot Phase Box on each of the Phase Now Tracks (on the map). One track is available for each player to assist in remembering the current phase.

b) Place the game turn marker in the first box of the Game Turn Record Track.

3.1 First Assault

Both players set up their units for the First Assault. Players follow the procedures below in the order given in each section.

Important: When setting up units on the map, see 6.0 for stacking restrictions.

3.1.1 Determine Confederate Morale

The Confederate player must openly determine the fire strength/morale of the Rebel forces defending Stockade Redan.

- Roll one die and cross reference the die roll with the number to the right of the colon.

1–2: 2

3–4: 3

5–6: 4

- The result is the fire strength/morale of all Confederate forces for game turns one through eight.
- Place the Confederate morale marker on the Game Turn Track in the box corresponding to the result.
- Prior to beginning the Second Assault (at the end of game turn eight), the Confederate player must conduct the above procedure to determine the fire strength/morale for the second assault (use game turns 1 through 8 again for the second assault).

3.1.2 Confederate Set-up

The Confederate player sets up first.

1) Set up all units of the 36th Mississippi Regiment in any hexes within Stockade Redan.

- They may be placed in any hexes within the redan, including redan hexes.
- They cannot be placed in ditch hexes.
- Confederate stacking rules apply (6.0).

2) Place all four stockade artillery units in any hexes within the Redan. They may not be placed in Redan or ditch hexes.

3) Place all eight Confederate bombardment markers to the side of the map for use during the game.

Designer's Note: Historically, Union soldiers reported that they could not actually see any Rebels up on the Stockade Redan, notwithstanding an occasional sniper that would pop up and take a shot. The Union also had snipers (known as sharpshooters in the parlance of the day) that were keen to shoot any Confederate soldier that was foolish enough to remain exposed above the Redan's parapets, but that aside, the Rebels were effectively invulnerable until Union infantry reached the redan itself.

3.1.3 Union Set-Up

After the Confederate player has completed their set up, the Union player sets up their units as follows:

1) The Union player must determine which of the two set up options they will utilize for the below Union artillery companies:

**Waterhouse
Wood**

**Barret
Spoor**

Hart

Important: The below options do not affect the 1st Ohio artillery unit. It cannot be allocated to the bombardment role. It operates under the rules given for Option 2.

Option 1 (Bombardment Role): Set up all five companies in any of the slight elevation hexes denoted on the map as Batteries. Only one artillery unit may be placed in each hex. Place the six Union bombardment markers off to the side of the map for use during the current assault.

Important: The placement of these companies in this area entitles the Union player to use bombardment during the current assault; however, these companies cannot move and cannot fire during the Union Fire Phase.

Option 2 (Close Support): After all other Union units have been set up, set up all five companies anywhere north/east of the Union start line. The six Union bombardment markers are not used during the current assault.

Exception: These units cannot be setup stacked with any other unit, including other artillery units, although they may stack with other units as per 6.2 beginning the Union Movement Phase of Turn 1.



VICKSBURG

Important: When choosing option 2, the Union player cannot conduct bombardment at any time during the current assault; however, these companies are eligible to move and can fire normally during the Union Fire Phase.

2) Set up all infantry units of the 116th Illinois, 13th US and 8th Missouri Regiments within or on the blue outlined hexes labeled with the regimental numbers. Normal stacking applies. The following restrictions apply:

- Each unit of each individual regiment must be set up in a hex that is adjacent to at least one other unit of the same regiment.
- No unit of a regiment may be adjacent to a unit of any other regiment.

3) Set up each Union officer with any unit of the same regiment. Only one officer may be placed in each hex.

4) Set up one bridging marker stacked with each infantry unit of the 116th and 13th Regiment with its “Carried” side up. The Union unit it is stacked with is assumed to be carrying that bridging marker until eliminated or until the bridging marker is dropped.

Important: Do not set up any bridging markers with the 8th Missouri Regiment.

***Designer’s Note:** To reduce counter clutter, players may withhold placing bridging markers on the above units until needed to show they are being placed. This applies to the first assault only.*

3.2 Second Assault

At the end of game turn eight, if neither side has won a victory, both players will reset their units and set up the second assault using the following procedures.

3.2.1 Determine Confederate Morale

The Confederate player must determine the fire strength/morale for all Confederate forces. Follow the procedures outlined in 3.1.1.

3.2.2 Union Surviving Units

The Union player conducts the following actions:

- 1)** All bridging markers are removed from the map. Carnage markers remain in place.
- 2)** The Union player moves all surviving Union infantry and officers back to positions north and east of the Union start line. Union units may be placed in any hex north/east of the start line. Normal Union stacking limits apply. Officers must be set up with infantry units of their own regiment.
- 3)** The Union player may now determine one of the two options outlined in 3.1.3. Any surviving artillery companies are placed and must abide by the option chosen.

Important: The 1st Ohio artillery company arriving with Union reinforcements (3.2.4) cannot use option 1.

- 4)** All bridging markers are placed in the same location as the Union units (including the 30th Ohio). More than one bridging marker may be placed in a single Union occupied hex.

3.2.3 Confederate Set Up

The Confederate player conducts their set up as outlined below.

- 1)** All surviving Confederate units may be moved and placed using the same restrictions as outlined in 3.1.2 (including bombardment markers). Carnage markers remain in place.
- 2)** Place all 18 units of the 1st Missouri Regiment (including officers) along any map edge hex from 1018 to 1024 (inclusive). Units must comply with the Confederate stacking limits.

3.2.4 Union Reinforcements

The Union player now sets up the 1st Ohio artillery company per option 2 of 3.1.3 (it may never use option 1) and then all 26 units and officers of the 30th Ohio Regiment within or on the blue outlined hexes labeled with its regimental number (following the restrictions in 3.1.3 (2)).



The Assault on Stockade Redan, May 1863

3.2.5 Second Assault Procedures

The Second Assault begins after the above set up is complete and is played from game turn one to game turn eight exactly as for the first assault.

Exception: On game turn one of the second assault, the Confederates may conduct Confederate bombardment.

4.0 HOW TO WIN

4.1 Sudden Death Confederate Victory

At any time in the game (first or second assault), if all on map Union units (bridging markers are not units) have been eliminated the game ends and the Confederate player wins.

4.2 Sudden Death Union Victory (First Assault Only)

If at the end of any game turn, from turn one to turn eight, Union forces occupy or were the last to occupy all redan hexes (those hexes marked as redan hexes, not all hexes inside the redan) the game ends and the Union player wins.

Designer's Notes: It is all but impossible for all Union units to become eliminated, but this can indeed happen to the Confederate side. However, the Confederates had an entire brigade of Missourians (CSA) in reserve and ready to retake the Stockade Redan if it became captured by the Union, so the annihilation of the 36th Mississippi units in the game would not suffice as a Union victory, not by a long shot. What is interesting to consider, however, is that a Union capture of the Stockade Redan would have included the Union's 8th Missouri Regiment (which historically followed the advance of the 13th U.S. and 116th Illinois). Hence, if a Union capture of Stockade Redan became imminent, the Confederates would have certainly brought up elements of their Missouri Brigade to counterattack, resulting in a strange sort of microcosm of the Civil War whereby Missourians would be fighting Missourians... in Mississippi.

4.3 Confederate Victory (Second Assault)

The Confederate player automatically wins the game if 4.1 applies, or if at the end of the second assault, Union forces have failed to meet the Union victory conditions outlined in 4.4.

4.4 Union Victory (Second Assault)

If at the end of any turn during the second assault the Union player has met the victory conditions listed in 4.2, the game ends and the Union player must consult the Gettysburg Matrix to determine who wins.

- Roll one die and modify the die roll by the following modifiers:
 - +1:** If there are no Union units presently adjacent to the west map edge inside the redan itself (hex 1018 to 1026 inclusive).
 - +2:** If all the Union officers of at least three Union regiments are eliminated.
 - +3:** If the total quantity of Confederate units and officers presently on the map exceeds the total quantity of Union units and officers presently on the map.

- Cross reference the number of the game turn to determine if the modified die roll is a Union victory.
- If the modified die roll is higher than the range given, the Confederate player has won the game.

GETTYSBURG MATRIX	
Game Turn	Victory Determination
5 (or before)	The Union wins on a roll of 1–6
6	The Union wins on a roll of 1–5
7	The Union wins on a roll of 1–4
8	The Union wins on a roll of 1–3
Otherwise Confederacy Wins	

Designer's Note: The Union's incursion into Mississippi compelled the Confederacy to consider detaching part of Robert E. Lee's army and sending it west to relieve Grant's pressure on Vicksburg, or to at least reinforce the faltering Confederate army there. However, Lee was adamantly opposed to this notion, partly because this would weaken his already outnumbered army in the East, but also because he had no confidence that his men would be put to good use by any Confederate general in the Western Theater (and to say nothing of the malarial swamps that they would be trudging through just to get there). True, Lee saw the proverbial writing on the wall as Grant's army tightened its stranglehold on Vicksburg, and there was no argument between Lee and President Jefferson Davis that it was only "a matter of time" until Vicksburg would be starved into submission. But because of General Lee's overwhelming victory at Chancellorsville (just two weeks before the first assault on the Stockade Redan), he proposed an invasion of the North to give the Confederacy a much-needed respite from Union offensives. In other words, while Grant was threatening Vicksburg, Lee would be threatening Baltimore, and even Washington, DC itself. (Buoyed by the success of his men at Chancellorsville, Lee believed his army was up to the task). However, Jefferson Davis was not enthusiastic about Lee's daring plan, although he could not justifiably refuse his ablest general's advice that invading Pennsylvania offered much better prospects than sending a portion of the only successful Confederate field army a thousand(!) miles to undertake an attack against Grant's well-equipped and well-supplied army. Nevertheless, Jefferson Davis remained apprehensive about Lee's risky move to invade the North, and so it is a fair certainty that he would have been recalcitrant if the Union army had broken through the Vicksburg defenses before then. Ergo, the so-called Gettysburg campaign would never have materialized if Vicksburg's defenses had been breached prior to Lee's invasion. As it was, Jefferson Davis could argue that one or two of Lee's corps would be of more use rescuing Pemberton in Vicksburg, or destroying Banks at Port Hudson, or simply reinforcing Bragg at Tullahoma. It must be remembered; Jefferson Davis's misgivings would be proven correct at Gettysburg.



VICKSBURG

5.0 SEQUENCE OF PLAY

Each game turn is divided into a series of sequenced steps called phases. Every action taken by a player must be conducted during the appropriate phase as described below. Once a player has finished their activities for a particular phase, they may not go back to perform a forgotten action or redo a poorly executed one unless their opponent graciously permits it.

5.1 The Turn Sequence Outline

The turn sequence outline is given below.

- At the end of each phase, move the coin/blank marker one box down on the Phase Record Track.
- Each time the Hand-to-Hand Combat Phase (XII) is concluded, move the marker back to the first box in the track (Union Bombardment Plot Phase) and begin a new game turn by moving the turn marker one box along the Game Turn Record Track.
- Continue this process and sequence until the end of the last game turn, or until one player or the other wins the game, whichever occurs first.

I. Union Bombardment Plot Phase (8.1 & 8.3)

If the Union player chose option one (3.1.3) and if there are surviving bombardment artillery units, the Union player must place all their eligible bombardment markers onto the map.

Important: If the Union player selected option 2 (3.1.3) or if all artillery companies have been eliminated, the Union player skips this phase.

II. Confederate Bombardment Plot Phase (8.3)

The Confederate player places all eight of their bombardment markers on the map.

Exception: Skip this phase on game turn one.

III. Union Bombardment Resolution Phase (8.4)

The Union player resolves all bombardment attacks following the steps below:

- 1) Determine bombardment scatter.
- 2) Call off any or all bombardment attacks.
- 3) Execute all remaining bombardments.

Important: If the Union player selected option 2 (3.1.3) or if all artillery companies have been eliminated, the Union player skips this phase.

IV. Confederate Bombardment Resolution Phase (8.5)

The Confederate player resolves all bombardment attacks following the steps below:

- 1) Determine bombardment scatter.
- 2) Execute all remaining bombardments.

Exception: Skip this phase on game turn one.

V. Union Chaos of War Phase (9.0)

VI. Confederate Chaos of War Phase (9.0)

VII. Union Movement Phase

The Union player may move any eligible units (9.2 & 10.0).

VIII. Confederate Fire Phase (11.0)

IX. Union Fire Phase (11.0)

X. Confederate Movement Phase

The Confederate player may move any eligible units (9.2 & 10.0).

XI. Mutual C.O.W. Marker Retrieval Phase (9.3)

Remove all C.O.W. markers (of both sides) from the map.

XII. Hand-to-Hand Combat Phase (12.0)

Resolve hand-to-hand combat in any hex(es) occupied by opposing units.

6.0 STACKING

Stacking is the word used to describe the piling of more than one friendly unit into the same hex at the same time. Stacking limits only apply at the end of each phase.

Exception: Officers and bridging markers do not count when determining stacking.

- Units of different regiments may stack in the same hex, although they may suffer penalties during both fire and hand-to-hand combat (11.5 & 12.2).
- Officers may stack with any units; however, officers cannot influence fire combat for infantry or artillery units of regiments other than their own.

Important: The +1 penalty for moving into a hex containing a carnage marker(s) and/or friendly units (10.3) is in effect whenever units are moving. This penalty is paid each time a unit or stack enters one of the above hexes.

6.1 Confederate Stacking Limits

Confederate forces have two different stacking limits. Stockade artillery units do not count towards Confederate stacking limits.

- If the Confederate morale is 2 or 3, the Confederate stacking limit is three units.
- If the Confederate morale is 4, the Confederate stacking limit is four units.

6.2 Union Stacking Limits

Union forces may stack up to four units (infantry and/or artillery units) in one hex.

6.3 Overstacking

If a hex is found to be overstacked at the end of any phase, the owning player must eliminate enough units (his choice) to bring the stack back into the limits imposed in 6.1 and 6.2. Units eliminated due to overstacking are flipped over to show their carnage side.

6.4 Fog of War

The Union player is not allowed to inspect any Confederate stack unless any unit in a Confederate stack's hex fires from that hex, or whenever a Union unit is adjacent to a Confederate stack. The Confederate player is always allowed to inspect any Union stack anywhere on the map at any time.



The Assault on Stockade Redan, May 1863

7.0 OFFICERS

Both sides are provided with officer units. Officers do not have a fire strength. Officers do not count for stacking and an unlimited number of officers may be stacked in the same hex. Officers have the following capabilities:

- If an officer is stacked with infantry or artillery units of the same regiment that are firing, the officer may support a fire attack against one hex. Multiple officers in the same hex may each support a different fire attack. A supported fire attack is shifted to the next higher odds ratio (11.2 (4)).
- If an officer is stacked with infantry or artillery units of any regiment (they do not have to be the same regiment as the officer) that is fired upon during the Fire Phase (not during bombardment), that attack is shifted one to the next lower odds ratio (11.2 (5)).
- If an officer is in a hex where hand-to-hand combat is being conducted, that officer is counted as one unit, if at least one of the infantry and/or artillery units is of the same regiment as the officer. A single infantry or artillery may so affect more than one leader (12.2 (1)).
- Officers and any units stacked with them do not suffer C.O.W. affects (9.2).
- Officers cannot carry or place bridging markers (10.5).
- During fire combat phases, officers in a target hex are treated the same as all other units for purposes of combat losses (11.4). When eliminated they are flipped to their carnage side.

8.0 BOMBARDMENT

Bombardment represents the artillery companies placed to suppress enemy infantry and artillery (both offensively and defensively) during the assaults.

- Each available bombardment marker may be used (placed) once each game turn by its owning player during their own side's Bombardment Plot Phase.
- A bombardment marker may affect every unit (friendly or enemy) in the hex in which it lands, it never has any effect on any other hex during that game turn.
- Bombardment never affects the terrain in any way. Bombardments do not create shell holes or destroy earthworks, et cetera.

8.1 Union Bombardment Availability

The availability of Union bombardment markers is dependent on the option chosen by the Union player during set up prior to starting both the first and second assaults (3.1.3).

- At both times if option 1 is selected, the Union player may place the number of bombardment markers based on the number of surviving bombarding artillery companies that game turn:

5 Companies: 6 Bombardment Markers

4 Companies: 5 Bombardment Markers

3 Companies: 4 Bombardment Markers

2 Companies: 3 Bombardment Markers

1 Company: 2 Bombardment Markers

0 Companies: 0 Bombardment Markers

8.2 Confederate Bombardment Availability

Except for game turn one, the Confederate player may place all eight of their bombardment markers each game turn during the Confederate Bombardment Plot Phase.

Important: The Confederate Stockade artillery units do not conduct bombardment. The units that the Confederates use in the bombardment role are off map in other defensive positions.

Designer's Note: The Union bombardment markers represent the batteries that had been brought up to pound the Stockade Redan prior to the assault. At least three companies of Union artillery bombarded the Confederate fortification before the attack began, but because of the height of the redan's summit and its superlative construction, the Union artillery had no appreciable effect; therefore, none of the Union bombardment markers can hit the hex where they are placed. All the Union player can hope for is a lucky randomization die roll that will cause a bombardment marker to hit a hex that is occupied by a Confederate unit or stack. The Confederate bombardment markers, on the other hand, represent Rebel guns that are firing from the two other supporting fortifications on each side of the Stockade Redan off the map (constructed purposefully to permit enfilading fire against any attack via Graveyard Road). Being at a much closer range, and against an exposed and overcrowded target, the Confederate artillery was much more accurate. As a matter of fact, it was only because the Confederates had far fewer cannons than the Union that this enfilading Rebel fire (to say nothing of the Confederate guns on Stockade Redan itself) did not completely decimate and route the oncoming Union infantry.

8.3 Bombardment Plot

During each player's Bombardment Plot Phase, the current player must place each of their available bombardment markers in any hexes of their choice.

- Only one marker may be placed in each hex. The same hex can be targeted in subsequent turns and more than one marker may (due to scatter) conduct a bombardment attack against enemy units in the same hex.

Designer's Note: The Union player must be aware that their bombardment markers will never hit the hexes where they are placed. Instead, each bombardment marker will be randomly placed, via a single die roll, in one of the six hexes surrounding the hex where it has been placed. Those decisions are made by the Union player solely per their assessment of where they hope to achieve a bombardment hit during that game turn.

- Bombardment markers may be placed anywhere on the map, irrespective of lines of fire, terrain, or enemy/friendly units.
- A bombardment attack affects all units in the bombardment hex, regardless of their nationality, size, or type (including Bridging markers).

VICKSBURG

Designer's Note: No spotting of any kind is required for artillery bombardment. The landscape between the Stockade Redan and the Union positions was, at that time, completely open, and both sides could see the other side's positions plainly.

8.4 Union Bombardment Resolution

Prior to conducting any bombardment attacks, the Union player must determine bombardment scatter using the following procedures:

1) Designate a bombardment marker and roll one die. The bombardment marker is then moved to the designated hex using the example below. If the scatter hex does not contain any friendly or enemy units, the marker is removed from the map.



Example: The Union player placed a bombardment marker in hex 1504. During the Union Bombardment Resolution Phase, he designates this marker and rolls one die and moves the marker to hex numbered the same as the die roll result. In this case, the die roll was a 2, thus he moves the marker to hex 1604.

2) After all markers have resolved their scatter die rolls the Union player may attempt to cancel any bombardment markers they desire. Roll one die for each cancellation, if the result is:

1–3: The Union player removes the marker from the map.

4–6: The marker remains on the map and the Union player must resolve the bombardment (even if the hex contains friendly units).

3) The Union player resolves each bombardment, one marker at a time. If two bombardment markers have scattered into the same hex, each marker is resolved separately (they do not combine their fire strengths). Bombardment is resolved using the fire procedures in (11.0), however no odds ratio shifts are made for any reason. Union bombardments have a fire strength of 12.

8.5 Confederate Bombardment Resolution

Prior to conducting any bombardment attacks, the Confederate player must determine bombardment scatter using the following procedures:

1) Designate a bombardment marker and roll one die. If the result is:

1–2: The bombardment does not scatter and is resolved in the original target hex.

3–6: The bombardment scatters, using the procedure outlined in 8.4(1).

Important: The Confederate player cannot cancel a bombardment once the marker is placed on the map.

2) The Confederate player resolves each bombardment, one marker at a time. If two bombardment markers have scattered into the same hex, each marker is resolved separately (they do not combine their fire strengths). Bombardment is resolved using the fire procedures in (11.0), however no odds ratio shifts are made for any reason. Confederate bombardments have a fire strength of 10.

9.0 CHAOS OF WAR (C.O.W.)

Chaos of War represents the random reactions of Civil War combat units during combat. Historically parts or whole regiments fought like tigers one minute and the next seemed to fall apart and were unable to maneuver or conduct an effective volley at approaching enemy units.

Designer's Note: C.O.W. markers are provided in Union and Confederate colors to show the side that placed the marker.

At the start of Union Chaos of War Phase (V) and the Confederate Chaos of War Phase (VI) the current phasing player rolls 1d6 to determine the number of C.O.W. markers they may place on enemy infantry units. Modify the die roll based on the Confederate regiment morale level as listed below.

Important: A player cannot place any C.O.W. markers if the modified die roll is zero. The maximum number of C.O.W. markers that may be placed by either side is 6.

Morale of 2:

Union Modification: +1

Confederate Modification: –1

Morale of 3:

Neither side receives a modification.


Morale of 4:

Union Modification: –1

Confederate Modification: +1

Example: The Confederate unit morale is 2.

During Phase V, the Union player rolls 1d6 with a result of 5. Since the Confederate morale is 2, a +1 modifier is applied, thus the Union player may place 6 C.O.W. markers. During Phase VI, the Confederate player rolls 1d6 with a result of 6. In this case a modifier of –1 would be applied, with the Confederate player then being able to place a total of 5 C.O.W. markers.



The Assault on Stockade Redan, May 1863

9.1 Placing C.O.W. Markers

After determining the number of available C.O.W. markers, the phasing player may place as many of these C.O.W. markers as they desire. C.O.W. markers are placed as follows:

- They must be placed on enemy occupied hexes. They cannot be placed in an empty hex, nor can they be placed in a hex containing friendly units.

Exception: C.O.W. markers may not be placed on hexes containing only artillery units.

- Only one marker may be placed in each hex.
- C.O.W. markers cannot be placed in a hex containing an enemy officer.

9.2 C.O.W. Effects

C.O.W. markers affect all units in the hex at the time of the marker's placement. Units moving through a hex marked with a C.O.W. marker may also be affected. C.O.W. markers remain in the hex of placement until the Mutual C.O.W. Retrieval Phase (XI). C.O.W. markers have the following affects:

Important: The following units are immune to all C.O.W. affects:

- All units of the 8th Union Missouri Regiment are immune to all C.O.W. affects.
- Officers and any units stacked with an officer.
- Units in a C.O.W. hex cannot move, nor may they conduct fire. They may defend against hand-to-hand combat.

Exception: Artillery units can conduct bombardment.

- A hex marked with a C.O.W. marker provides an additional +1 to the normal defense value of the terrain in that hex for all units being fired upon.
- Units may move into and/or through hexes containing a C.O.W. marker. When a unit or stack of units, not moving with an officer, moves into a hex containing C.O.W. marker the units must immediately stop their movement and check to see if they will become C.O.W. Roll 1d6 and apply the results below to all the units entering the hex at that instant.

Important: Units stacked with an officer that move into a C.O.W. hex do not conduct this check; they may continue to move normally or remain in the hex and are not affected by the C.O.W. marker.

1–3: The unit(s) stop their movement and are subject to all C.O.W. affects.

4–6: The unit(s) are not affected and may continue moving. If these units choose to stop their movement in the hex, they immediately become C.O.W. for the remainder of the game turn. If an officer was present in the hex prior to their entry into the hex, they are not affected by the C.O.W. marker if the officer remains in the hex.

9.3 Removing C.O.W. Markers

Players remove all C.O.W. markers from the map during the Mutual C.O.W. Marker Retrieval Phase (XI).

10.0 MOVEMENT

Each unit is moved from hex to adjacent hex, expending movement factors (MF) for that phase for each hex entered. Unit/stack movement must follow the procedures below.

- MF may not be saved from one phase or turn to the next, nor may they be given or loaned from one unit to another.
- Each unit's or stack's movement must be completed before the movement of the next unit or stack is begun. Once you have moved a unit or stack, you may not redo its movement that phase or turn unless your opponent graciously permits it.
- Both players may only move their own side's units during their own movement phases.
- No friendly movement takes place during the opposition's movement phases.
- It is not required that you move all your units in each of your movement phases. You may choose to move any number within the strictures given below, in each of your movement phases. Furthermore, a moving unit need not expend all its MP before stopping, but a moving unit may never exceed its MP during a move.
- A unit cannot move off map, even temporarily.
- A unit cannot move into a hex unless it has sufficient MF available to pay all involved movement costs. A hex that requires all a unit's MFs can only be entered by a unit that begins its move adjacent to that hex.

10.1 Stack Movement

Units may be moved singly and/or as stacks. Stacking only counts at the end of each phase.

Important: The +1 penalty for moving into a hex containing one or more carnage markers and/or friendly units is in effect whenever units are moving, and this penalty is paid immediately upon being incurred and each time it is incurred.

10.2 Terrain Costs

Terrain movement costs are shown on the TEC (on the map). If a movement cost is shown as a "+" and a number (+#) that cost is in addition to the cost of the hex terrain a unit is entering.

10.3 Occupied Hexes

No additional MPs are required to enter a hex occupied by any type of enemy unit but doing so will halt the movement of all units in that hex immediately (12.0). All units pay an additional one MP to enter a friendly occupied hex (no matter the number or type of friendly units in the hex).

VICKSBURG

10.4 Ditch & Redan Hexes

Infantry and officer units may only enter a redan hex from a ditch hex, or a ditch hex from a redan hex, if a bridge marker (bridging side up) is present in the ditch hex (10.5).

- If a bridging marker is not in place, movement from a ditch hex to a redan hex, or from a redan hex to a ditch hex, is prohibited.
- This movement (either direction) costs the unit all its movement points (i.e., it must start in one of the two hexes).
- To move into a redan hex from any other hex (including another redan hex) costs 3 movement points.
- Movement into a ditch hex from any hex requires the expenditure of all a unit's movement points.
- Artillery units may never enter a ditch or redan hex.

10.5 Bridging

Only the Union player is provided with bridging markers. The purpose of these markers is to permit movement from a ditch hex, to a redan hex.



Front



Back

- Only one bridging marker can be carried by any one infantry unit.
- Officers may never carry bridging markers.
- An infantry unit can carry a bridging marker only if it begins a friendly Movement Phase in the hex with the marker.
- A bridging marker can only be carried by one infantry unit during a game turn.

Example: If a Union unit started a Movement Phase stacked with a bridge unit with its carried side showing, it could drop the bridge at any time (rotate the marker as a reminder). Another Union unit could not then pick up the bridge and continue its movement during that same game turn.


- Bridging markers have no effect on the carrying unit's movement or on combat in any way.
- Bridging markers cannot be targeted by enemy units' fire. However, they are dropped automatically in their current hex if the carrying unit is eliminated.

Exception: Though bridging markers cannot be specifically targeted by fire, if a bridging marker is in a hex where a bombardment hits or lands, that marker is subject to the effects of that bombardment exactly as if it was a normal unit.

- If a Confederate unit occupies the same hex as a bridging marker at the beginning of the Confederate Movement Phase, that unit may immediately eliminate the marker.
- If a bridging marker is eliminated during the first assault's eight game turns, it will remain eliminated until the start of the second assault (3.8).
- If an infantry unit begins a friendly Movement Phase in a ditch hex with a bridging marker with its carried side up, the infantry unit may flip the bridge marker to its bridging side. Once this occurs, a bridging marker can never be carried again. It remains there permanently (unless eliminated).
- Once a bridge marker is flipped to its bridging side, all officer and infantry units may move from a ditch hex directly into a redan hex or from a redan hex directly into a ditch hex. The unit expends all its MP to enter either hex.

Important: Bridging markers may be dropped voluntarily at any time during the carrying unit's movement, however, no other unit may begin to carry that same marker until the following game turn.





The Assault on Stockade Redan, May 1863

11.0 FIRE COMBAT

During your side's fire phases, your units (even if they had moved) may fire at enemy units within their range.

- Combat is executed by totaling the fire strengths of all the units firing into a given hex, then dividing that total by the defense strength of the hex being fired into to determine an odds ratio. See the Movement & Fire Factors Chart on the map for individual unit fire strengths.
- Each enemy unit in a hex receiving fire from your units has a separate die roll made for it based on that same odds ratio.
- Each of your units may fire into a maximum of one hex during your side's fire phase each turn.

11.1 Strictures

Each unit may fire no more than once per friendly fire phase, but no unit is ever forced to fire.

- You may choose to fire with any number of your units during your Fire Phase each game turn.
- Units stacked together may fire at the same or different target hexes.
- The firing player need not declare all their firing at the beginning of their fire phase; they announce and execute them one targeted hex at a time in any order they choose. However, the resolution of the fire into one hex must be completed before that of the next hex being fired into is begun.
- A target hex must contain at least one enemy unit and no friendly units for you to be able to fire into that hex.
- Officers count as units for purposes of this rule.
- No firing may ever have as its target more than a single enemy occupied hex.
- Firing may not be directed against bridging markers specifically, nor against any bombardment marker.

11.2 Firing Procedure

For each fire conducted, follow the below steps:

- 1) Designate the target hex and the in-range unit(s) you want to fire into it.
- 2) Total the fire strengths of those firing units, which gives you the net attacking fire strength.
- 3) Divide that number by the terrain defense value of the hex being fired into (TEC). Round down any remainder; that number is therefore considered to be a ratio "to 1".

Example: If a total fire strength of 30 is firing into a ditch hex (defense strength of 8), 30 is divided by 8, which equals 3.75, and 3.75 is then rounded down to "3", therefore the combat ratio is 3:1 (3 to 1).

- 4) Add one to the ratio (i.e., a 3:1 becomes 4:1) if any of the firing infantry units are stacked with an officer of the same regiment.
- 5) Subtract one from the ratio (i.e., a 3:1 becomes 2:1) if the targeted hex contains one or more officers (of any regiment).

Important: The targeted enemy units' fire strength has no effect upon this procedure. Units in this game have no defense factors; only terrain has defense strengths for purposes of calculating odds ratios.

11.3 Multi-Unit Firing

Units may fire by themselves or in groups, if the single target hex is within the range of all the firing units. If attacking in groups, use the combined total fire strength to make just one odds computation for that target hex.

11.4 Targeted Hex

A given target hex may not be fired into more than once in a single fire phase; however, each unit and officer (if conducting bombardment attack a bridging unit in the hex would also be fired upon) within the same targeted hex has a separate resolution die roll made for it by each odds ratio that has been determined for that target hex.

Designer's Note: Because each unit in the same hex is subject to its own, separate die roll resolution when its hex is targeted, it is obviously unwise to stack units whenever it can be avoided (which, sometimes, it cannot).

11.5 Range

All infantry units have a range of 4 and all artillery units have a range of 8 (**Exception: Bombardment (8.0)**). Range is counted in hexes. Do not count a firing unit's location hex; do count the target hex. If firing at an odd angle across the hex grid, count the range in hexes via the most direct route to the target hex.

- A firing unit's fire strength is directly affected by the range it is firing out to, tabulated as follows:

Important: If units from different regiments are stacked together all units in that stack compute their fire strength as if firing at a range one hex greater.

Example: A unit from the 13th US Regiment and a unit from the 8th Missouri Regiment are stacked together firing at an adjacent hex. Their fire strength would be computed as if firing from two hexes.

Adjacent hex: Firing unit's fire strength is doubled.

Two hexes: Firing unit's fire strength is normal.

Three hexes: Firing unit's fire strength is halved.

Four hexes: Firing unit's fire strength is quartered.

Exception: Artillery (not in a bombardment role) firing at more than a two hex range use their fire strength (do not halve or quarter them).

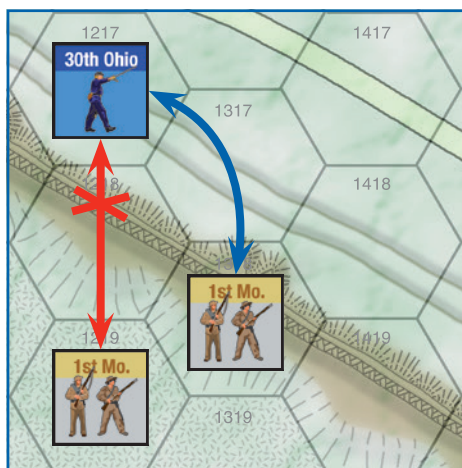
- If a unit's fire strength is halved or quartered, round down any fractions.
- If there are multiple halved or quartered unit's firing at the same target hex, each firing unit must be halved and/or quartered (and rounded down) individually, and then all the halved and/or quartered firing unit's fire strengths are added together to determine a ratio.

VICKSBURG

11.6 Lines of Fire

Determine the line of fire by tracing a line directly from the center of the firing hex, to the center of the target hex. If a line of fire traces along a hex side, both hexes on either side of the line must be blocked for the line of fire to be blocked. Line of fire is blocked by intervening infantry/artillery units, redan hexes and Slight elevation hexes.

- Units may not fire through a hex containing an infantry or artillery unit. They may fire through hexes containing only officers.
- A unit that is adjacent to a redan hex may not fire at any other unit that is also adjacent to a redan hex on the opposite side. Units occupying any redan hex itself are always within a line of fire (from any direction).



Example: The Union unit and the Confederate unit in hex 1318 could fire at each other. The Union unit and the Confederate unit in hex 1219 could not fire at each other.

- A unit cannot fire through a Slight elevation hex.



Example: The Confederate unit and the Union unit in hex 3313 could fire at each other. The Confederate unit and Union unit in hex 3414 could not fire at each other.

11.7 Combat Results

When firing on an enemy unit, the targeted unit is hit or missed. A hit target unit is eliminated. A missed target unit is not affected by the fire. For each unit (including officers) in the target hex, roll one die and compare the die roll to the odds ratio. If the die roll is equal to less than the number shown that unit is eliminated (turned to its carnage side).

1:1 or less: 1

2:1: 2

3:1: 3

4:1: 4

5:1 or greater: 5

Important: A die roll of 6 never hits, regardless of the odds.

Designer's Note: It may be a wonderment why there are no retreat results after firing into a hex. The simple answer is that both sides during this assault persisted until it was clear on a grand level that the assault had failed. Certainly, the Confederates, who came off unscathed, were nowhere close to the breaking point (and they would, in fact, face another assault on the 22nd of May and repulse that assault, too), but even the Union, despite the murderous fire they received, showed a remarkable fortitude to press on that so impressed one Rebel observer, that he commented on the inevitability of the Confederacy's defeat when facing the kind of men that the Yankees were fielding. Hence, no unit is ever going to retreat, and whatever tactical retreats may be occurring are already inherently represented by the eliminated results or when COWed.

11.8 COWed Markers

A COWed marker functions like an additional terrain modifier, thereby adding an extra +1 to the normal defense value of the terrain in that hex.

11.9 Advance After Combat

There are no advances after combat permitted in this game. The occupation of any hex must occur because of normal movement, and only during a moving unit's Movement Phase.



The Assault on Stockade Redan, May 1863

12.0 HAND-TO-HAND COMBAT

12.1 Opposing Units in the Same Hex

A unit's movement ends if that unit enters a hex that contains an enemy unit of any kind.

Important: No firing may occur against or from any units in that hex.

12.2 Procedure

During the Hand-to-hand Combat Phase of a game turn when opposing units occupy the same hex, both players follow the steps below:

1) Total the number of friendly units in the hex (including officers if they are of the same regiment as at least one infantry unit in the hex (7.0).

Important: If friendly units from different regiments are stacked in the hex, subtract one from the total number of friendly units.

2) Roll one die and add the above total to the result.

3) The player with the higher total is declared the winner. The player with the lower total is the loser.

- If the winning player's hand-to-hand combat total is:
 - a)** Three times or greater than the losing player's total, the losing player must eliminate all their units in that hex.
 - b)** Two times or greater than but not three times than the losing player's total, the losing player must eliminate two of their units in that hex (of their own choice).
 - c)** Greater than, but not two times than the losing player's total, the losing player must eliminate one of their units in that hex (of their own choice).
 - d)** If each player's total is equal, there is no effect.
- Eliminated units are flipped to their carnage sides.
- The winning side is never affected.

Important: A unit's fire strength is irrelevant during hand-to-hand combat, as is terrain in the hand-to-hand combat hex.

12.3 Melee

If surviving units from both sides remain in the same hex after the resolution of hand-to-hand combat, those units must remain in that hex, locked in hand-to-hand combat until the next Hand-to-hand Combat Phase. If such a hex is hit by bombardment, all units (of both sides) are subject to the results of the bombardment (8.4.2).

Important: Hand-to-hand combat will lock all units in that hex until only one side remains, this does not prevent a player from moving other units into that same hex to be added during the upcoming Hand-to-hand Combat Phase (if not more than their own side's stacking limit). Such newly entered units would also become locked in hand-to-hand combat in that hex, however (until only one side remained).

12.4 Hand-to-hand Combat Stacking

The current stacking limit remains unchanged in a hand-to-hand combat hex, although the stacking limits of the two opposing sides are mutually exclusive. Each side is always entitled to stack its maximum allowable quantity of units in the same hex; opposing units in the same hex do not contribute to each other's stacks as far as stacking limits are concerned.

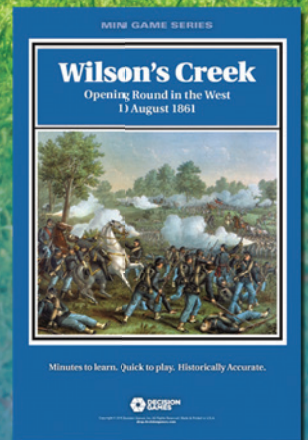
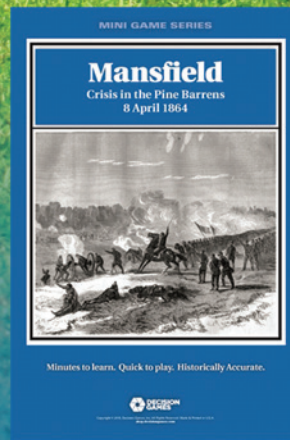
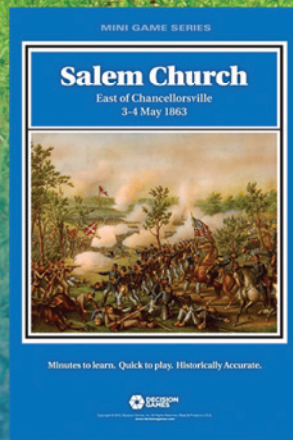
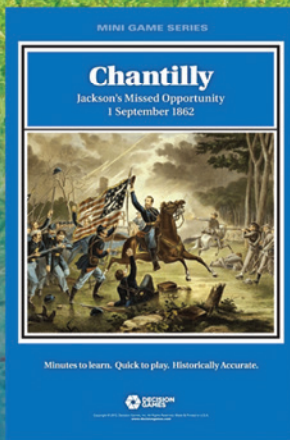
CORRECTED CHART

MOVEMENT & FIRE FACTORS CHART		
Unit Type	Movement Factor Maximums	Fire Strength
Union unit	6	4
Zouaves (8th Missouri) unit	6	5
Confederate unit	5	4 or 3 or 2**
Confederate cannon	4	10
Union artillery	4	12



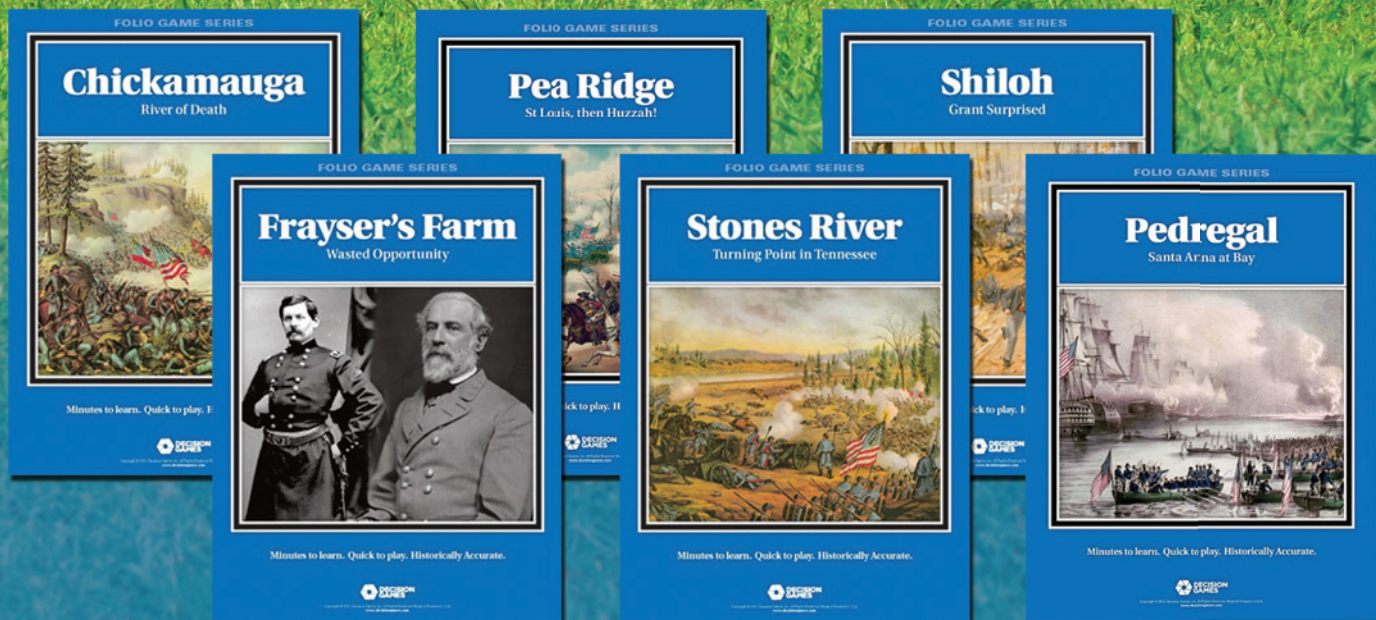
AMERICAN

MINI GAME SERIES



CIVIL WAR

FOLIO GAME SERIES



P.O. Box 21598 | Bakersfield, CA 93390 | (661) 587-9633 | Shop.DecisionGames.com

PLAYER AID INFORMATION

Range: All infantry units have a range of 4 and all artillery units have a range of 8 (**Exception:** Bombardment (8.0)). Range is counted in hexes. Do not count a firing unit's location hex; do count the target hex. If firing at an odd angle across the hex grid, count the range in hexes via the most direct route to the target hex.

- A firing unit's fire strength is directly affected by the range it is firing out to, tabulated as follows:

Important: If units from different regiments are stacked together all units in that stack compute their fire strength as if firing at a range one hex greater.

Example: A unit from the 13th US Regiment and a unit from the 8th Missouri Regiment are stacked together firing at an adjacent hex. Their fire strength would be computed as if firing from two hexes.

Adjacent hex: Firing unit's fire strength is doubled.

Two hexes: Firing unit's fire strength is normal.

Three hexes: Firing unit's fire strength is halved.

Four hexes: Firing unit's fire strength is quartered.

Exception: Artillery (not in a bombardment role) firing at more than a two hex range use their fire strength (do not halve or quarter them).

- If a unit's fire strength is halved or quartered, round down any fractions.
- If there are multiple halved or quartered unit's firing at the same target hex, each firing unit must be halved and/or quartered (and rounded down) individually, and then all the halved and/or quartered firing unit's fire strengths are added together to determine a ratio.

When firing on an enemy unit, the targeted unit is hit or missed. A hit target unit is eliminated. A missed target unit is not affected by the fire. For each unit (including officers) in the target hex, roll one die and compare the die roll to the odds ratio. If the die roll is equal to less than the number shown that unit is eliminated (turned to its carnage side).

1:1 or less: 1	3:1: 3	5:1 or greater: 5
2:1: 2	4:1: 4	

Important: A die roll of 6 never hits, regardless of the odds.

CHAOS OF WAR (C.O.W.): At the start of Union Chaos of War Phase (V) and the Confederate Chaos of War Phase (VI) the current phasing player rolls 1d6 to determine the number of C.O.W. markers they may place on enemy infantry units. Modify the die roll based on the Confederate regiment morale level as listed below.

Important: A player cannot place any C.O.W. markers if the modified die roll is zero. The maximum number of C.O.W. markers that may be placed by either side is 6.

Morale of 2:

Union Modification: +1

Confederate Modification: -1

Morale of 3:

Neither side receives a modification.

Morale of 4:

Union Modification: -1

Confederate Modification: +1

Confederate Stacking Limits: Confederate forces have two stacking limits. Stockade artillery units do not count towards Confederate stacking limits.

- If the Confederate morale is 2 or 3, the Confederate stacking limit is three units.
- If the Confederate morale is 4, the Confederate stacking limit is four units.

Union Stacking Limits: Union forces may stack up to four infantry and/or artillery units in one hex.

SEQUENCE OF PLAY

I. Union Bombardment Plot Phase (8.1 & 8.3)

If the Union player chose option one (3.1.3) and if there are surviving bombardment artillery units, the Union player must place all their eligible bombardment markers onto the map.

Important: If the Union player selected option 2 (3.1.3) or if all artillery companies have been eliminated, the Union player skips this phase.

II. Confederate Bombardment Plot Phase (8.3)

The Confederate player places all eight of their bombardment markers on the map.

Exception: Skip this phase on game turn one.

III. Union Bombardment Resolution Phase (8.4)

The Union player resolves all bombardment attacks following the steps below:

- 1) Determine bombardment scatter.
- 2) Call off any or all bombardment attacks.
- 3) Execute all remaining bombardments.

Important: If the Union player selected option 2 (3.1.3) or if all artillery companies have been eliminated, the Union player skips this phase.

IV. Confederate Bombardment Resolution Phase (8.5)

The Confederate player resolves all bombardment attacks following the steps below:

- 1) Determine bombardment scatter.
- 2) Execute all remaining bombardments.

Exception: Skip this phase on game turn one.

V. Union Chaos of War Phase (9.0)

VI. Confederate Chaos of War Phase (9.0)

VII. Union Movement Phase

The Union player may move any eligible units (9.2 & 10.0).

VIII. Confederate Fire Phase (11.0)

IX. Union Fire Phase (11.0)

X. Confederate Movement Phase

The Confederate player may move any eligible units (9.2 & 10.0).

XI. Mutual C.O.W. Marker Retrieval Phase (9.3)

Remove all C.O.W. markers (of both sides) from the map.

XII. Hand-to-Hand Combat Phase (12.0)

Resolve hand-to-hand combat in any hex(es) occupied by opposing units.