

The Battle of Vicksburg

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This is a mini-scenario for SAM GRANT for those who do not have enough time for a full game. I came up with this game while waiting for a plane in LAX airport.

Rules

The game begins in April 1863, and takes place on the southwestern panel of the Sam Grant map. USA gains 9 RP every month, CSA has 6.

Strategic command is available for both forces, but they cost VP's.

Each 2 points of Strategic command used in a month costs that side 1VP. These VP do not represent actual victory, but reflect the strategic cost of diverting materials and supplies to this front.

CSA still gains VPs for mere survival as indicated on the time track

VPs for captured cities are doubled.

USA OB

Providence

TN Headquarters 4
3x Infantry 3
Infantry 2
Cavalry 2
Artillery 2

Duckport

2x Infantry 3
Infantry 2
Artillery 3

Hard Times

Infantry 3
2x Infantry 2
Artillery 3

CSA OB

Vicksburg

MS headquarters 1
2x Garrison 3
Infantry 4
Infantry 3
Artillery 3

Grand Gulf

Infantry 3

Jackson

Infantry 4

Okalona

Infantry 2

Selma

Garrison 3
Garrison 2

This game plays until decisive victory is accomplished by either side, or until April 1864, at which time the conditions for marginal or draw type victory apply. This represents a tactical victory at Vicksburg, not a strategic one over the entire nation.

