



CHAMPION HILL

(MAY 16TH, 1863)



BATTLEFIELD:

Place terrain hexes as shown on the map above.

SPECIAL TERRAIN HEXES:

 (see terrain table)

Champion Hill is "level 1". Hex "G7" is level 2.

Entrenchments in "H11" hex has -1 die for protection (against Infantry and Cavalry attack, no modifier for artillery fire), and ignore **retreat** results. Treat it as **save**.

The Baker's Creek is crossable only by bridge in "L1".

The stream is crossable in any point but stop movement.

SCENARIO LENGTH:

The battle starts at 10.00 am and ends at 8.00 pm.

VICTORY CONDITIONS (VC):

Union mission: destroy the enemy.

The Union player wins immediately if he eliminate 5 CSA units. Controlling "G7", "H11" and "L1" hexagons counts as 1 eliminated enemy units each.

Confederate intent: delay Union advance.

The CSA player wins immediately if he eliminate 7 enemy units (decisive victory), or at the end of 7.00 pm turn, if his army is not defeated (marginal victory).

STARTING PLAY:

Place in a container all the "Divisions indicators" of the units starting on the map, and the two counters with an army flag.

In the following turns, insert the "Division indicators" arriving as reinforcements.

ACTIVATION DICE:

The CSA player rolls **4 dice**; the US player rolls **3 dice**.

Champion Hill

May 16th, 1863

TERRAIN EFFECTS TABLE

TERRAIN	LoS	MPs	
Open	Yes	1	-
Gentle hill	Block	1	-1
Woods	Block	2	-1
Road	see terrain	1/2	see terrain
Stream/Woods (Hexside)	Block	Stop (crossing)	-2
Field	Yes	2	-1
Farm	Block	2	-1
River (impassable)	Yes	-	-
Stream (Hexside)	Yes	Stop (crossing)	-1
Entrenchments (Hexside)	Block	Stop (crossing)	-1 (No Retreat)

TABEL LEGEND:

TERRAIN EFFECTS TABLE

LoS Line of Sight

MPs # of Movements points required to enter

of dice malus attacking this hex

SCENARIO

Cons Conscripts

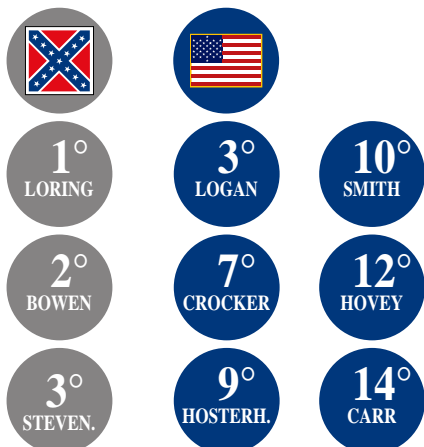
Vet Veterans

Elite Elites

Hex Unit starting position / hexagon entry

CF Unit Combat Factor (stand+chips)

DIVISION COUNTERS:



h. 10 am CONFEDERATE UNITS ON MAP:

DIV.	Unit type	Tra	Hex	CF
1° LORING	Infantry	Eli	U8	5
	Infantry	Eli	S8	5
	Infantry	Eli	R7	5
	Artillery	Vet	T7	2
2° BOWEN	Infantry	Eli	O8	5
	Infantry	Eli	M8	5
	Artillery	Vet	N7	2
	Cavalry	Eli	N5	2
3° STEVEN.	Infantry	Eli	H11	5
	Infantry	Eli	H9	5
	Infantry	Eli	K9	5
	Artillery	Vet	I8	2

h. 10 am UNION UNITS ON MAP:

DIV.	Unit type	Tra	Hex	CF
10° SMITH	Infantry	Vet	R13	4
	Infantry	Vet	S13	4
	Artillery	Eli	S13	2
12° HOVEY	Infantry	Vet	B11	4
	Infantry	Vet	A11	4

REINFORCEMENTS:

DIV.	Unit type	Tra	Hex entry	CF
h. 12 am: from:				
7° CROCKER	Infantry	Vet	A8	4
	Infantry	Vet	A8	4
	Infantry	Vet	A8	4
	Artillery	Eli	A8	2
9° OSTERH.	Infantry	Vet	I13	4
	Infantry	Vet	I13	4
	Artillery	Eli	I13	2
	Cavalry	Vet	I13	2

UNIT BANNERS

1°	2°
1°	2°
1°	2°
1°	3°
1	3°
1	3°
3°	3°
3°	7°
3°	7°
3°	7°
3°	7°
9°	12°
9°	12°
9°	14°
10°	14°
10°	10°

h. 01 pm: from:				
3° LOGAN	Infantry	Vet	A4	4
	Infantry	Vet	A4	4
	Infantry	Vet	A4	4
	Artillery	Eli	A4	2
14° CARR	Infantry	Vet	I13	4
	Infantry	Vet	I13	4

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