



BB01 Champion Hill - Mississippi - May 16, 1863 (Scenario Brian Bradford)

(Occiding Briair Bradier

Historical Overview

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Staffing Notes

Union: Ulysses S. Grant 4 Command cards You move first

Confederate: John C. Pemberton

3 Command cards

Victory Conditions:

7 VP

Special Rules:

Champion Hill is worth 1 flag towards victory to the side in sole possession of the hill hexes. No flag is earned if both sides occupy the hill. Confederate occupy it at start of game and starts with one Victory Flag.

W BATTLE CRY

Baker's Creek may only be crossed at the bridge. Any units forced to retreat across the creek take 1 hit instead.

The railroad is built on an embankment, so any units defending there are considered in prone position on the reverse side. Deduct 1 die when attacking them.

Reinforcements (Setup in the marked hexes):

Union Turn 1 = 2 Infantry in any hexes indicated on the board.

Union Turn 3 = 1 Infantry and General McClernand and 2nd Infantry unit on hexes indicated.

Confederate Turn 4 = 1 Infantry on hexes indicated.