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### JH04 Big Black River Bridge - May 17, 1863

(Scenario Jean Baptiste Hebraud)

#### Historical Overview

The Battle of Big Black River Bridge, or Big Black, fought May 17, 1863, was part of the Vicksburg Campaign of the American Civil War. Union commander Maj. Gen. Ulysses S. Grant and the Army of the Tennessee pursued the retreating Confederate Lt. Gen. John C. Pemberton following the Battle of Champion Hill, in the final battle before the Siege of Vicksburg.

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

#### Staffing Notes

**Union:** McClernand  
5 Command cards  
Move first

**Confederate:** Bowen  
4 Command cards

**Victory Conditions:**  
6 VP

#### Special Rules:

**Dismounted Cavalry:** Treat as Infantry, except that they have only 3 figures (Confed INF with white shirts and brown slouch hats).

**Crossing River:** The normal rules apply. In addition, roll 1 die every time a unit enters a river hex. Remove 1 figure if the symbol rolled matches the unit. Roll every turn that the unit remains on the river hex.

**Swamp:** Units that enter a swamp hex must stop. A unit battling from a swamp hex rolls one less battle die. Swamp hexes block line of sight.

The three hexes of Gini lake are impassable.

Remove the Construct Fieldworks card from the deck before play begins.

