



ALTAR OF FREEDOM PRESENTS

# GIBRALTAR of the WEST

THE 1863 VICKSBURG CAMPAIGN



GREG WAGMAN

# Gibraltar of the West

## THE 1863 VICKSBURG CAMPAIGN



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## CONTENTS

<b>INTRODUCTION . . . . .</b>	<b>2</b>
Campaign History Design Goals Basic Concepts	
<b>GETTING STARTED . . . . .</b>	<b>4</b>
What You Need Theater Map & Tokens	
<b>MAP MOVEMENT . . . . .</b>	<b>6</b>
Turn Sequence Staff Dice Movement Special Actions	
<b>FIGHTING BATTLES . . . . .</b>	<b>9</b>
Making Contact Battle Cards Minor Skirmishes Tabletop Battle Procedure Reinforcements Ending a Battle	
<b>VICTORY &amp; DEFEAT . . . . .</b>	<b>14</b>
Rallying Tracking Victory Points	
<b>PLAYER BRIEFINGS &amp; OOBs . . . . .</b>	<b>15</b>
<b>MAPS &amp; TOKENS . . . . .</b>	<b>21</b>
<b>QUICK REFERENCE . . . . .</b>	<b>24</b>



# INTRODUCTION



*Gibraltar of the West* is a free campaign supplement, allowing players to refight the Vicksburg Campaign in May 1863. Players maneuver their divisions and corps across a large theater map with the potential to fight a series of interconnected battles. This is a true "sandbox" system, which means there are no pre-defined engagements or maneuvers--only what you decide! You enjoy total freedom of action.

This free PDF supplement includes everything you need for the campaign, but does require a copy of the main rules, *Altar of Freedom*.

## CAMPAIGN HISTORY

By 1863, two years into the American Civil War, the Federal army and navy controlled almost the entirety of the Mississippi River--only the fortress of Vicksburg remained to be conquered.

Leaders in both Washington and Richmond saw Vicksburg as a key prize. Perched atop formidable cliffs, its guns controlled river traffic. And symbolically, Vicksburg represented the Confederacy's last link to her western states.

Union military attempts to take Vicksburg suffered varying degrees of failure, ineptitude, and embarrassment throughout 1862. Where previous commanders had failed, Ulysses S. Grant intended to finish the job. Throughout the early months of 1863, Grant and his men sloggged through the bayous around the city without success. Not one to be deterred, Grant then resorted to a bolder plan.

John C. Pemberton, a Davis political favorite, was responsible for defending the large, poorly-managed department which included Vicksburg. Though later maligned by historians and Southerners alike, Pemberton was an able staff officer who did much put the Mississippi theater in good defensive shape. His inescapable failing was that Pemberton had never fought in a field command--vital experience he would soon need.

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"Vicksburg is the nail head that holds the South's two halves together."

--President Jefferson Davis

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## MAY 1863

Grant's plan for his spring campaign was to transport his army south of Vicksburg on the western shore, then use naval support to ferry his men across the Mississippi and establish a beach-head on the opposite bank, where his army could attack Vicksburg by land. He employed a diversionary attack north of the city to distract Pemberton's attention.

On April 29, Grant crossed the river at Grand Gulf, landing over 15,000 troops. He spent the following days consolidating the landing without much pressure from the rebels. Pemberton's superiors had stripped almost all of his cavalry support in the months prior, leaving him blind in the tangled woods surrounding Vicksburg. He was outnumbered, but reinforcements were now mustering in Jackson, 40 miles east, under the newly arrived Joseph E. Johnston. If Pemberton and Johnston could act in concert, they might be able to trap Grant's army and destroy it.

## CAMPAIGN DESIGN GOALS

The campaign rules cover logistics, supply, weather, random events, variable map movement, and staff work at the operational level. But in the true spirit of *Altar of Freedom*, these mechanics are designed to be simple, fast, and abstracted. Being able to complete the full campaign in timely manner is the foremost priority, so *Gibraltar of the West* is designed to ensure you can finish the whole experience without players losing interest. Our club has run this campaign in a single day.

## MAP SCALE vs. BATTLE SCALE

To play the campaign, players maneuver divisions on a theater map. The map is divided into grid spaces, each of which represent a 2'x2' tabletop section. These grids are equivalent to approximately 2.5 square miles per space.

A campaign "turn" of map maneuver represents an abstract period of time, which you could consider one very busy day, or several slower ones. Turns can vary in duration, so players are never certain how much they'll accomplish!

As opposing formations make contact on the theater map, players have the option to fight a tabletop battle. When fighting a battle, all scales are identical to *Altar of Freedom*, which means 1" = 150+ yards, one "base" represents an entire brigade, and one turn represents one hour. Results from your tabletop battle are then applied to the theater map.

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"I have so little cavalry here that I am compelled to direct a portion of my infantry to meet raids in Northern Mississippi."

--General John C. Pemberton

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## WHAT'S DIFFERENT?

If you are already familiar with *Altar of Freedom*, there are no meaningful differences or changes to those game mechanics. Your tabletop battles are fought in exactly same manner, but these campaign rules add a new layer of complexity and consequences.

## BASIC GAME CONCEPTS

Before digging into the rules, it may be worth previewing several key concepts you will encounter in the following pages.

### LIMITED TIME

Like all campaigns, this one will not last forever. The Vicksburg campaign has a strict **8 turn** limit for theater map movement, which covers approximately three weeks of May 1863.

### EVENT CARDS

*Gibraltar of the West* uses cards to represent random events, such as the arrival of reinforcements, bad weather, and other specific events that occurred in the historical campaign. Players implement one new card per turn.

### BATTLE CARDS

Eventually, your divisions will encounter the enemy on the map. When this happens, each commander has three Battle Cards from which to choose, representing his willingness to engage in a pitched battle, probe the enemy, or retreat from contact. Players make their decisions in secret and reveal simultaneously.

### SUPPLY DEPOTS

The rules for supply and logistics are simple but brutally efficient. Armies have Supply Depots to represent their logistical and communication hub. As long as you protect your depots, your army will remain fully mobile.

### STAFF DICE

Any unit on the map can always move a modest distance, but to achieve greater mobility, players spend Staff Dice to randomly enhance marching rates. Staff Dice are essential to quick maneuver on the map and they also allow your units to conduct special actions, such as destroying or repairing bridges. The number of Staff Dice you receive each turn is based on your Supply Depots. You remembered to protect them, right?

### VARIABLE VICTORY CONDITIONS

In what may be considered the most suspenseful part of the game, players have separate victory conditions that they track secretly, without informing their opponent. Exact conditions are listed in each player briefing, but many of the primary and secondary objectives reward you with a variable number of points. This means you'll never be entirely certain how close your enemy might be to winning the campaign!

# GETTING STARTED



The 1863 Vicksburg Campaign offers ideal material for war-gamers. Do not let the lop-sided historical outcome fool you--this is an evenly matched operation between comparable forces, with room for maneuver, where both armies have a legitimate opportunity to achieve a decisive victory.

This chapter explains what you need to get started, how to set up your campaign, and introduces some basic principles. Subsequent chapters discuss map movement, creating tabletop battles, and logistics.

## WHAT YOU NEED TO PLAY

*Gibraltar of the West* requires at least two players, but can accommodate a group of four. This supplement provides the campaign rules and a theater map for movement.

You will still need a copy of the *Altar of Freedom* rules to resolve the battles. And naturally, you may also find some standard war-gaming instruments quite helpful: tape measures, six-sided dice, and a variety of terrain to create 4'x4' and 6'x4' tabletop battlefields.

Most importantly, you need the miniatures themselves! Here is a summary of the necessary units to round out the complete orders of battle:

### Maximum FEDERAL Units

4	Generals
26	Infantry brigades
1	Cavalry brigades
9	Artillery units

### Maximum CONFEDERATE Units

2	Generals
21	Infantry brigades
2	Cavalry brigades
7	Artillery units

## ORDERS OF BATTLE

Both armies have complete orders of battle, which look exactly like a standard *Altar of Freedom* OOB. These reflect your available assets at the beginning of the campaign, as well as potential reinforcements which may arrive later. The supplement also includes pre-made base labels for your convenience.

In addition to your OOB, each player is also provided with a campaign briefing, outlining individual objectives and providing a mechanism to track Victory Points as you earn them. The OOBs and player briefings begin on page 15.

## THEATER MAP

By now we have referenced the "theater map" several times. This is a two-page map on pages 21-22 of the PDF. Before the game, you should print out a copy of the map, use scissors to cut away the margins, and tape the pages together to form one, larger game map.

You may wish to print the map on higher-quality paper or to laminate it for durability. Most of the game will be conducted on this theater map, as players maneuver tokens representing entire divisions across the Mississippi countryside.

## MAP TOKENS

This supplement uses the words "token" and "counter" interchangeably, but we're referring to the pieces players move on the theater map.

At the theater map level, these tokens represent **divisions**--either real divisions from your OOB, or perhaps dummy divisions to fool your opponent. Each army has access to a handful of "picket" counters for creating deception.

Tokens are also used to represent **Supply Depots** for each army. The simple role of Supply Depots will be discussed later in the rules.

Generals are not represented on the map, since we assume they are riding with one of the divisions under their command.

Page 23 includes a set of counters you can print, cut out, and use as map units. You are welcome to devise your own counters instead of using the paper set provided here. Tiny flags, coins, or other tokens will suffice, as long as they are marked to indicate which counter represents which division on your OOB.

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"The opening of the Mississippi River will be to us of more advantage than the capture of forty Richmonds."

--Chief of Staff Henry Halleck

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## CARDS

*Gibraltar of the West* requires the use of a small number of custom cards. All cards are available for free as a PDF download from our website [www.6mmACW.com](http://www.6mmACW.com). Before playing the game, you will need to print the cards and cut them out at home.



## STARTING DEPLOYMENT

The individual player briefings include all deployment information, explaining where to place the tokens to reflect the strategic situation in early May 1863. The Confederate player should place all of his tokens first (divisions, pickets, and supply depots), and the Federal player deploys second.

## FOG OF WAR

You could elect to play the entire campaign with an independent GM, who manages the theater map as a double blind set up and delivers limited scouting reports to the two sides. This would be truly ideal, but requires someone kind enough to referee the map movement instead of playing the game themselves! Our club did play-test the campaign using a GM with total fog of war for both sides (including limiting any communication between players to delayed, written notes). The experience was fantastic and cannot be recommended strongly enough.

But the good news is that you can still play and enjoy the campaign without an independent GM. The use of map tokens provides some fog of war, and because the tokens are moved "face down," your opponent can't be sure how powerful your divisions are, or even if he's facing a picket decoy. Also remember that news travelled fast across the countryside, so generals often knew the approximate location of the enemy, if not his exact size and composition.

# MAP MOVEMENT



*Gibraltar of the West* is a true "sandbox" system with free-ranging map movement, which means the majority of the campaign will be handled on your theater map. Actual tabletop battles are only fought when armies stumble into each other, and over the course of your campaign, that is likely to happen only a few times.

Once you've set up your maps and deployed the tokens, this chapter explains everything you need to know about starting the campaign.

## TURN SEQUENCE

There will be up to 8 turns in the campaign, each following the same sequence. We will preview the turn sequence here:

1. **Draw Event Card**
2. **Collect Staff Dice from Supply Depots**
3. **Union Player moves one corps**
  - (a) Allot Staff Dice for divisions
  - (b) Move map tokens
  - (c) Check for contact/battle?
  - (d) Conduct special actions
3. **Confederate Player moves one corps**
  - (a)—(d) as above
4. **Continue alternating corps movement**
5. **End of Turn**

## DRAW EVENT CARD

Begin the campaign by shuffling all ten Event Cards into a pile. Remove the top two cards from play without revealing them—this ensures that two of the ten possible events will not happen, helping to make each campaign different from the last.

Once you have a stack of eight cards, reveal the top card to all players and implement any effects immediately. This may include bad weather, reinforcements, etc.

## COLLECT STAFF DICE

At the start of each turn, both players should check to see how many Supply Depots they currently control. In *Gibraltar of the West*, for example, the Confederates begin with two depots, and the Federals begin with one.

Every Supply Depot has a corresponding value (some are more valuable than others). This number represents the number of Staff Dice you receive each turn. Collect this number of dice at the start of the turn. Staff Dice cannot be saved for future turns—they are either spent or lost.

## MAKING THE FIRST MOVE

In *Gibraltar of the West*, the **Union army moves first** every turn. This is because Grant led the initiative for the campaign, dictating the pace.

Movement is done by corps, so the Union player should nominate one of his corps and proceed to move all division tokens in that corps. There is no "command radius" or "supply radius" to worry about here. A turn represents one to three days of real time, so we assume your orders will be transmitted in that time, even if the divisions of the corps are dispersed.

## MOVEMENT RATES

Tokens on the theater map may only move up, down, or side-to-side. Diagonal movement is not allowed. Every division always receives a base movement rate of **3 free spaces per turn**, plus whatever Staff Dice you allot to enhance the division's movement.

Cavalry divisions enjoy a higher base movement rate, which means they can move 5 free spaces before Staff Dice. The Confederate army receives a cavalry division as possible reinforcements.

## STAFF DICE

By now you have read many references to Staff Dice. These dice are assigned and then rolled to provide bonus movement to your divisions.

Before moving any divisions in your corps, you must announce to your opponent if you are assigning Staff Dice to any of the units. You may decide to enhance some, all, or none of your divisions—that choice is yours. For each Staff Die you assign, you can boost the movement rate of a single division.

*Example: The Union player is moving Sherman's corps, which has three divisions. He wants to enhance all the divisions, so he assigns three Staff Dice, one per division.*

Place the dice next to the map tokens to remind yourself where you've allotted dice for the phase. You **may not** allot multiple Staff Dice to enhance the movement of the same division.



## HOW TO ROLL STAFF DICE

When you're done allotting dice, you may move the divisions in any order you want, but you must move them **one at a time**. This is important, because the Staff Dice offer randomized movement bonuses.

Resolving each Staff Die one at a time, roll the D6 and add this many spaces to your movement. Any roll of "6" counts as "0" (which means the possible Staff Dice results are +1 to +5 spaces). Complete the move and continue to your next division. You are **not required** to use your full movement.

## MOVEMENT RESTRICTIONS

It is important that your divisions remain on roads whenever possible. Any unit which does not remain on roads or rail lines for its **entire move** is considered to be marching "cross country." Any unit moving in this manner **loses its free base move** (3 spaces for infantry, 5 for cavalry) and will only be able to move if allotted Staff Dice.

## RAILROADS

Movement by rail at the theater map level is scenario specific. Individual player briefings tell each army commander if, when, and how they are able to use railroads in the campaign (if at all). When moving normally on the theater map, rails lines are considered the same as roads.

## CROSSING RIVERS

Major rivers—the Mississippi, Big Black, and Pearl Rivers—can only be crossed at marked roads or fords on the theater map. Note that bridges and ferries can be destroyed by either player in an attempt to slow the enemy (pg. 8).

There is **no penalty** for crossing a minor river or moving through woods. Both features appear on the theater map only to assist players in setting up a tabletop battle with proper terrain.

## LOGISTICAL LIMITATIONS

We employ a simple mechanic to represent the logistical efforts required to move large formations across the map: **Divisions cannot "stack" in the same grid space**—no exceptions! Remember that a division in marching column occupied miles of roads, with men and wagons strung out. To maneuver effectively, you need to utilize as many roads and paths as possible to keep your divisions from becoming too tangled.

Because stacking is forbidden, divisions may **not** pass through another division, either. It's a brutally simple rule which effectively simulates the challenge of concentrating tens of thousands of troops and equipment over dirt roads.

So remember--**tokens can never occupy the same space, for any reason**. This does not apply to Supply Depots.



## WHERE ARE THE GENERALS?

Generals are not represented on the theater map. We assume they are with one of their divisions and do not require micromanagement.

## DECOY DIVISIONS

This is scenario specific, but some armies may have access to decoy units, listed on their individual OOBs and player briefings as “Pickets.” Picket tokens move the same manner as normal infantry tokens. This means a picket always receives a free base move of 3, which can be enhanced with Staff Dice. Pickets may also attempt special actions, described below.

## SPECIAL ACTIONS

After movement is complete, a player may elect to allot additional Staff Dice for divisions or pickets in the corps to attempt special actions. In *Gibraltar of the West*, these actions include destroying bridges or ferries, or repairing them.

A unit must end its movement in the same grid space as the targeted bridge or ferry. Only a single Staff Die may be assigned per division, per turn to attempt a special action. If assigned, roll the d6 and on a **4+ the action succeeds**. Mark the bridge or ferry as destroyed. It may no longer be crossed by either army. If it is already destroyed, the same process of 4+ will repair it.

Even units which already received a Staff Die to enhance movement may also be given a Staff Die afterward for special actions.

## ALTERNATE MOVEMENT

Assuming no contact was made with an enemy token during the movement phase, alternate movement to the opposing player. He will now conduct the same process for a single corps. In *Gibraltar of the West*, the Union player has three corps and the Confederate player has two.

## CONTACT WITH AN ENEMY TOKEN

So far, we have assumed no contact was made; however, moving tokens are allowed to enter the same grid space as an enemy. This is called “making contact.” The only way to initiate a battle is to make contact with an enemy token.

Whenever this occurs, all remaining movement is paused while players check for battle. This process is covered in the following chapter.

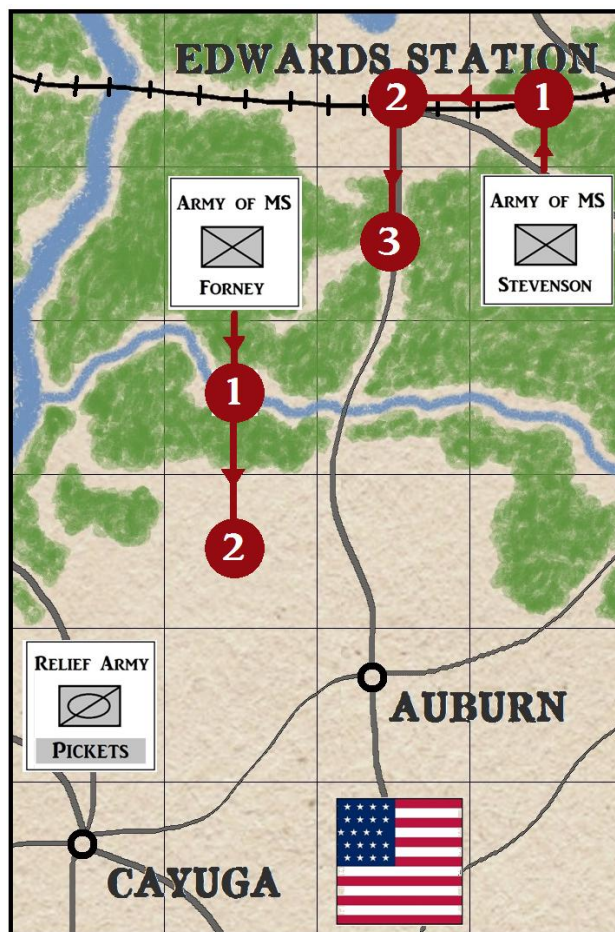
## MOVEMENT EXAMPLE

In this example, it is the Confederate player's turn to move. He activates Pemberton's Army of Mississippi, including Stevenson and Forney's divisions, seen below. He elects to give one Staff Die to Forney and none to Stevenson.

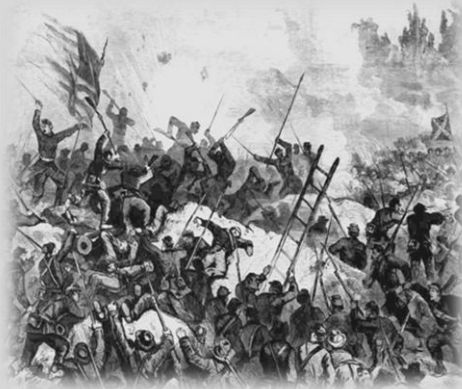
Movement must be done one unit at a time, so our Confederate player begins with Forney, rolling a “2” on a d6. Forney is not currently on a road, so he has no free base movement and may only move 2 spaces. The woods and minor stream have no effect on movement.

Next, Stevenson's division. This unit has no Staff Die to enhance movement, but it is on a road, eligible for up to 3 spaces of free movement if it remains on the roads. The Confederate player wisely does so, advancing toward Auburn.

Note that in this example, the Confederate “picket” unit cannot move yet, because it is part of Johnston's Relief Army, representing a different corps. After the Union player has a chance to do his movement, it will then be time for Johnston's wing to go.



# FIGHTING BATTLES



Eventually, maneuver on the theater map will result in contact with the enemy. Contact is defined as one token declaring an attempted to move into the same grid space as an enemy token. Because two tokens can never occupy the same space, this move results in a potential battle!

This chapter explains how to initiate contact and how to translate the theater map into a tabletop battlefield. Finally, the chapter discusses the consequences of battle and what it means for your army.

---

"Champion's Hill, where Pemberton had chosen his position to receive us, whether taken by accident or design, was well selected."

--General Ulysses S. Grant

---

## CONTACT IS MADE!

As soon as one player declares he is moving a token into the same grid space as an enemy token, a potential battle can result.

Temporarily suspend all other map movement and check to see if a tabletop battle might occur. Both players should count the number of division tokens (infantry and cavalry) they have **within 3 grid spaces** of the point of contact.

If **both armies** have at least **3 division tokens within 3 spaces**, this contact is eligible for a tabletop engagement. Pickets and supply depots **do not** count toward this total.

If each army does not have at least 3 divisions within distance, the contact is considered to only be a minor skirmish--many of which occurred in a historical campaign! Most of your contacts are likely to be minor skirmishes.

## BATTLE CARDS

Any time contact is made, both players must select one of their three Battle Cards. This process is done in secret, with results being revealed simultaneously. You have three card options, reflecting different tactical stances:

### PITCHED BATTLE

This card may be chosen by attackers or defenders. Choosing this card means that you do have at least 3 division tokens within 3 spaces of the contact. Selecting this card means you intend to fight a tabletop engagement and draw in nearby available troops.

### SKIRMISH

This card may be chosen by attackers or defenders. There are no restrictions or requirements—selecting this card means your division will probe and skirmish with the enemy, avoiding a major pitched battle. Casualties may still result!

### RETREAT

This card may only be chosen by the defender. Selecting this card orders your men to disengage in good order. Although it will avoid a pitched battle, be warned that retreating may still result in casualties and the exact retreat distance is randomized.

## REVEAL BATTLE CARDS

Both players should reveal their card selection at the same time. Refer to the Battle Results Table to determine the exact outcome of the engagement. Possible outcomes include a tabletop battle, a minor skirmish, or a retreat.

"Vicksburg should have ended the war,  
but the rebels were mad."

--General William T. Sherman

## BATTLE RESULTS TABLE

	(Attacker) <b>BATTLE</b>	(Attacker) <b>SKIRMISH</b>
(Defender) <b>BATTLE</b>	A Major Battle will result on the table-top. Follow the listed set-up procedure.	Resolve Minor Skirmish. Defender adds an extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.
(Defender) <b>SKIRMISH</b>	Resolve Minor Skirmish. Attacker adds an extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.	Resolve Minor Skirmish. No additional bonuses. Loser retreat d3 spaces.
(Defender) <b>RETREAT</b>	Resolve Minor Skirmish. Attacker adds an extra +2 to his die roll for each division within 3 grid spaces. Defender retreat d6 spaces.	Defender retreat d6 spaces.

## MINOR SKIRMISHES

Minor skirmishes are "auto resolved" so that players don't have to waste time playing such a small battle on the tabletop. Remember that *Altar of Freedom* is designed for very large battles, not clashes with fewer than 10,000 men.

To resolve a Minor Skirmish, both players check their OOBs to see the total number of brigades in their division. **Roll a single d6 and add the number of brigades in your skirmishing division.** Also add any bonus modifiers listed in the Battle Results Table.

Compare your result with the enemy. The highest modified number is the victor. Either side may suffer casualties by rolling a natural "1" on their d6 roll (modifiers do not negate casualties).

Defenders win a tied result.

*Example: A Confederate division attacks a Union division. The Confederate player reveals a Pitched Battle card, while the Union player has opted for a Skirmish. Both players refer to their OOBs to calculate results.*

*The Confederate player has 4 brigades in his division, plus 2 nearby divisions. The Results Table allows him to add an extra +2 for those nearby troops. He rolls a natural "1" on his d6, but adds +4 and +2 bonuses, totaling a "7."*

*The Union player has 3 brigades in his division and rolls a d6 result of "2." His total score is now "5."*

*The result of the skirmish is a Confederate victory. They will now occupy the space and the Union token will retreat d3 spaces on the map. However, it was a costly victory and the Confederates suffered a broken brigade because they rolled a natural "1."*

## SKIRMISH CASUALTIES

If either player rolls a natural "1," the skirmishing division immediately loses a broken brigade. You may select any unit from the division and mark that unit as Broken and removed from play. There will be an opportunity at the end of the turn to reconstitute broken formations before they are permanently lost.

## RETREATING FROM BATTLE

Retreating tokens will retreat d3 or d6 spaces on the map, depending on the outcome of the Battle Results Table. Retreating units are moved away from the enemy the **full number** of spaces rolled, in the general direction of the nearest friendly Supply Depot if possible.

## BLOCKED RETREATS

There may be rare instances when a retreat move is blocked. All retreat moves must be done through open grid spaces on the theater map, which means no enemy tokens or impassible terrain can be encountered along the move.

If any part of your retreat is blocked, this could cause a serious collapse of your army. Every brigade in the division involved in a blocked retreat is considered immediately Broken. They may be reconstituted at the end of the turn.

## CONTACT WITH PICKETS

Pickets have **no combat value** and never roll on the Battle Results Table. They automatically retreat d3 spaces from enemy contact. Pickets cannot engage other pickets or capture depots.

## CAPTURING SUPPLY DEPOTS

Infantry and cavalry divisions will capture an unguarded enemy Supply Depot by contacting it. Should this occur, remove the token from the map and replace it with a corresponding depot of your own—typically of lesser value.

## TABLETOP BATTLES

If both armies elected to commit to a pitched battle, a tabletop battle will occur. **Any tabletop battle will immediately end the campaign turn.** This means no other units will continue movement on the map or conduct special actions when the battle is over. Keep this in mind before you decide to commit to a battle!

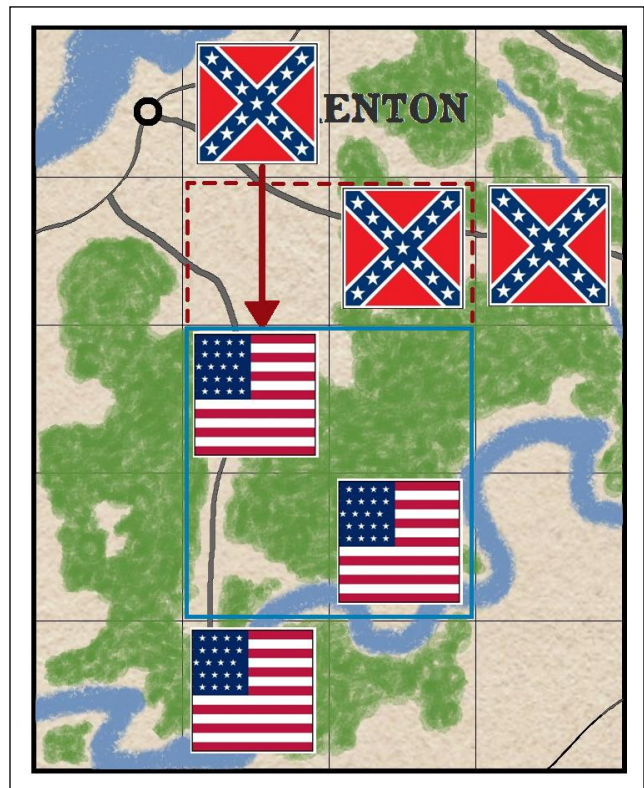
## DEFINING A BATTLEFIELD

To begin the process, players must define the tabletop battlefield. Referencing the theater map, the **defender** chooses three adjacent grid spaces to create a 4'x4' tabletop.

After a 4'x4' area is chosen, the **attacker** is allowed to add two more adjacent grid spaces to expand the tabletop area to 6'x4', if desired.

## BATTLEFIELD EXAMPLE

A Confederate division advances into the same space as a Federal defender, and both armies have the necessary number of divisions nearby to play a Commit card. The Federal player draws a 4x4 tabletop of his choice. The attacker in this example opts to expand north into a 6'x4'.



## ASSEMBLING THE TABLETOP

Now that an appropriate tabletop size has been selected (either 4'x4' or 6'x4'), players set up the battlefield. Any essential map features which appear on the theater map must be replicated as close as possible—the presence of major roads, towns, or rivers for example. If the theater map space shows woods, at least 50% of the table should be densely wooded.

It is the defender's task to select other terrain to fill the table—scattered woods, fields, and minor hills, etc. Placing an appropriate amount of terrain is, admittedly, highly subjective.

We assume that all the players will be involved in assembling a suitable, agreeable tabletop. But in case of any dispute, the final say in all terrain placement goes to the defender.

## DEPLOYMENT

The defender deploys first, anywhere within the 2'x2' space defined on the theater map.

The attacker deploys second and should consult the theater map to discern what grid space edge he arrives from, and translate this to the tabletop. Attacking units may deploy with 6" of this 2' edge. The attacker may voluntarily withhold divisions off-table, to enter as reinforcements at any time in the battle.

## TIME OF DAY

Players now determine the time of day when the battle begins. The attacker rolls a d6 and references the following table:

d6 Result	First Turn	Length
1	8:00a	11 turns
2	9:00a	10 turns
3	10:00a	9 turns
4	11:00a	8 turns
5	12:00pm	7 turns
6	1:00pm	6 turns

In *Gibraltar of the West* the time of year is May. All battles will end at 7:00pm, so your daylight hours are limited.

## CALLING REINFORCEMENTS

There is one final step to complete before beginning the battle. Both players should plot the potential arrival of reinforcements from grid spaces near the battlefield. When the thunder of your cannons echoes, will every general within earshot rush to the sound of the guns? Sometimes the terrain muffles the sound of battle—even for troops just a few miles distant. In other circumstances, your subordinates may not be in a particular rush or they may simply get lost along the way!

Before the battle begins, both army commanders should reference the theater map to see if any division tokens not yet on the table are **within 3 grid spaces** of the defined battlefield area. Each token within 3 spaces makes an individual d6 roll and consults the Reinforcement Table (pg. 13) to see what turn in the battle they arrive.

Divisions may draw the shortest possible line of advance to reach the tabletop. If they elect to remain on roads, earn a **+1 bonus** to their roll.

## REINFORCEMENT ARRIVAL EXAMPLE

Let's walk through a detailed example of the Federal player drawing reinforcements into the same 6x4 tabletop battle we viewed on page 11.

The Federal player has two divisions already at the battle, with four other divisions within theoretical supporting distance.

Division A is one space away from the battlefield area. The Federal player rolls a d6 result of "4," but adds +1 because A arrives by road. This modified result of "5" allows A to appear as reinforcements at the end of Turn 1 in the game.

Division B follows the same process, but is three spaces away by road (the maximum allowable distance). The reinforcement roll is a "2," modified by +1 for staying on a road. The new result of "3" means B will appear at the end of Turn 4.

Division C is three spaces away by road, but cannot arrive through a space occupied by an enemy unit. This means he will have to go cross-country, through the woods, two spaces away. His d6 roll of 5 means C will arrive Turn 2.

Division D is too far away. The Big Black River can only be crossed at ferries or bridges, making the distance too far for this division to reach.



## REINFORCEMENT LIMITATIONS

When plotting the arrival of reinforcements, players must **avoid any impassible terrain**, such as major rivers. The attacker plots his arrivals first, and the defender plots second. Rolling may be done in secret for fog of war.

## REINFORCEMENT TABLE

Reinforcements automatically at the end of the specified turn and may deploy 6" on the table.

<b>d6</b>	<b>Spaces</b>	<b>1</b>	<b>2</b>	<b>3</b>
<b>Roll</b>	<b>Away</b>			
<b>1</b>		Turn 3	Turn 5	Turn 6
<b>2</b>		Turn 3	Turn 4	Turn 5
<b>3</b>		Turn 2	Turn 3	Turn 4
<b>4</b>		Turn 2	Turn 3	Turn 4
<b>5</b>		Turn 1	Turn 2	Turn 3
<b>6</b>		Turn 1	Turn 1	Turn 2

## GENERALS ARRIVING

To simplify the campaign, we assume that your corps and army generals are at the right place, at the right time! This means that a general automatically appears on the tabletop battlefield as soon as **any division** under his chain of command is present. This means your overall army general can always be present.

## TURN CLOCK SIZE

The Turn Clock will always be a d10.

## FIGHTING THE BATTLE

Battles are conducted with the same rules as a typical *Altar of Freedom* game. There are no modifications necessary for the campaign.

## ENDING A BATTLE

A tabletop battle can end in one of two ways:

(1) One army reaches its breakpoint, calculated at 25% (rounded up) of all infantry, cavalry, and artillery brigades on the table at the end of a given turn.

(2) If both armies remain unbroken, the battle will automatically end when nighttime arrives at 7:00pm. The player who suffered more broken brigades has lost the battle and will be **required to withdraw**. The defender wins tied results.

## RETREATING AFTER BATTLE

The retreat mechanism is the same for a tabletop battle as it was for Minor Skirmishes (pg. 11). All division tokens from the losing army must retreat at least d6 spaces away from the battlefield, with each roll being resolved one at a time. Retreats must avoid impassible terrain, and enemy tokens. Roads should be used when possible but are not required.

The rules for retreating tokens are purposefully liberal (much like Recoiling in *Altar of Freedom*), intended to allow players some flexibility.

The victorious army should then rearrange its own division tokens on the battlefield grids to ensure there is no "stacking." If more than six divisions are present, shift excess tokens to an empty adjacent space.

---

"I am too late."

--General Joseph E. Johnston

---

## MULTI-DAY BATTLES

What about multi-day battles, like Gettysburg or Chickamauga, you ask? Why can't that happen here? It can, of course. Remember that units withdrawing may still be quite close to the enemy on the theater map and can always press the decision by committing again the following turn.

## BROKEN BRIGADES

Permanent losses and casualties will carry over between battles in the campaign. In typical *Altar of Freedom* fashion, this is done quite simply and abstractly. Any unit which is broken and fails to rally in a tabletop battle is removed from the campaign and crossed out on your army OOB--the formation is no longer combat-effective. As noted earlier in the Minor Skirmish section, Broken units could be recovered at the end of the turn.

# VICTORY & DEFEAT



This final chapter concludes with a brief outline of how to end a turn, reconstitute broken formations, and track the progress of victory.

If either player reaches 25 Victory Points before the end of the turn limit, they should announce their result at once, declaring a major strategic victory and ending the campaign immediately. If neither player reaches 25 points by the end of the game, the player with the highest total wins a minor strategic victory.

## END OF TURN

There are a maximum of **8 campaign turns** in this scenario. A turn can end in one of two ways: (1) All divisions have completed movement on the theater map; or (2) A tabletop battle was fought, automatically ending the turn.

When the turn is over, players should conduct a few book-keeping items before proceeding.

## RECONSTITUTING BROKEN UNITS

You may have suffered casualties as a result of fighting the enemy. If so, you should have been keeping track of any losses on your OOB. I suggest simply crossing out broken brigades.

Did you save any Staff Dice from earlier in the turn? I hope so, because you'll need them to attempt a rally of broken formations. For each Staff Die, you may attempt to reconstitute a single broken brigade. A **roll of "5+" is required**. Each broken brigade can make only one rally attempt each turn.

If successful, the restored unit is considered immediately returned to its parent division at full strength. If failed, you may attempt to rally the broken unit during any subsequent turn.

## VICTORY POINTS

The end of turn sequence is also a good time to make sure all players have been faithfully keeping track of their Victory Point totals.

Victory Points are tracked by each side in secret. Referring to the player briefings, you'll note that many objectives reward you with a variable die roll of points. These rolls should be made and tracked in secret without informing your opponent. This creates a terrific sense of uncertainty and pressure for both sides to press their mission, not knowing exactly how close the enemy might be to achieving victory.

## CHEATING

What if your friends are cheating, granting themselves too many Victory Points behind your back? Then I'd say you need some new friends, not a new game system.

## BEGIN NEW TURN

Players should repeat the turn sequence and start a new turn by drawing a new event card. If you've run out of event cards...the game is over! There are 8 turns and 8 event cards.

# FEDERAL BRIEFING

\*\*\*\*\*

## Strategic Overview:

It is early May 1863. Our army is fully united on the rebel side of the river with 42,000 men, which means it is now time to begin the next phase of the campaign—an overland attack against Vicksburg. We believe Pemberton has approximately 35,000 troops somewhere behind the Big Black River. A supporting force is already being assembled in the state capital of Jackson, with Joseph E. Johnston in command. The rebels are massing reinforcements to stop our offensive, so time is of the essence!

## Objectives:

The primary objective for this campaign is to **capture Vicksburg**. Even a modest rebel force will be able to man the defensive works capably. If capture of the city is not practicable, we must at least set up a siege by **occupying any three grid spaces adjacent to the city**. Secondary objectives include occupying the state capital in **Jackson**, **defeating a Confederate army** in the field, and cutting the rail line at **Edwards Station**, **Bolton Depot**, or **Clinton**.

## Deployment Notes:

Your theater map tokens should be deployed in the designated grid space, or within any adjacent space. Pickets may deploy within one grid space of any friendly division token.

Supply Depot: Willow Springs or Grand Gulf  
McClelland's Corps: Rocky Springs  
Sherman's Corps: Willow Springs  
McPherson's Corps: Burtonton

## Theater Map Notes

The grid space containing the city of Vicksburg cannot be assaulted if occupied by an enemy division. This represents the formidable defensive works. Ferries and bridges are required to cross major rivers, and these can be destroyed or repaired throughout the game. Woods do not slow movement, but represent densely wooded areas if a tabletop battle occurs.

## Victory Points

Track your accumulation of Victory Points below. You should not share this total with your opponent, until one player reaches 25. Your track begins the campaign at 0.

### FEDERAL VICTORY POINT TRACK

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>

**1 VP** each Minor Skirmish victory  
**2 VP** each railroad junction cut by entering: Edwards Station, Bolton Depot, or Clinton  
**(d3) VP** each turn ending with Vicksburg under siege (occupy any three adjacent spaces)  
**3+(d6) VP** each Tabletop Battle victory  
**6+(d3) VP** occupy Jackson at the end of any turn (can only be earned once)  
**6+(d6) VP** occupy Vicksburg at the end of any turn (can only be earned once)



# CONFEDERATE BRIEFING

\* \* \* \* \*

## Strategic Overview:

It is early May 1863. Grant is crossing the Mississippi in strength, attacking from multiple directions. We received reports of Federal landings north and south of Vicksburg, but the northern force seems to have already withdrawn. Without cavalry to probe the riverbanks, we cannot locate the exact position of the enemy, but our pickets indicate at least three Union corps massing above Port Gibson. Our troops are currently spread out to defend a wide area, but General Johnston is ordering a concentration to meet Grant's advance. We need to defend Vicksburg long enough for reinforcements to reach Jackson!

## Objectives:

The primary objective for this campaign is to **defend Vicksburg**. Defending the state capital in Jackson is also critical, not only for political reasons, but because it serves as our main supply conduit. Second objectives include **protecting the Vicksburg-Jackson rail line** and **defeating Grant's field army**.

## Deployment Notes:

Your theater map tokens should be deployed in the designated grid space, or within any adjacent space. Pickets can be deployed in any space (our pickets will be forced to relocate if an enemy division deploys in the same space during his deployment, which occurs second).

Supply Depots:	Vicksburg <u>and</u> Jackson
Loring's Division:	Edwards Station
Bowen's Division:	Warrenton
Rest of Army of MS:	Vicksburg
Gregg's Division:	Jackson or Morrisville

## Theater Map Notes

The grid space containing the city of Vicksburg cannot be captured by the enemy as long as we garrison it with a single division. This represents the formidable defensive works. Ferries and bridges are required to cross major rivers, and these can be destroyed or repaired throughout the game. Woods do not slow movement, but represent densely wooded areas if a tabletop battle occurs.

## Victory Points

Track your accumulation of Victory Points below. You should not share this total with your opponent, until one player reaches 25. Your track begins the campaign at 0.

### CONFEDERATE VICTORY POINT TRACK


<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>	<b>21</b>	<b>22</b>	<b>23</b>	<b>24</b>	<b>25</b>

<b>1 VP</b>	each Minor Skirmish victory
<b>(d3) VP</b>	each turn ending with no Federal units in or adjacent to Vicksburg
<b>(d3) VP</b>	each turn ending with no Federal units in or adjacent to Jackson
<b>4+(d6) VP</b>	each Tabletop Battle victory

# FEDERAL ORDER OF BATTLE

The Army of the Tennessee

**Maj. Gen. Ulysses S. GRANT**




- ★ Unflappable
- ★ Sloppy Staff Work

**5**

## XIII CORPS

**Maj. Gen. John McCLERNAND**




- ★ Unreliable

**9**

Osterhaus's Division	Smith's Division	Hovey's Division
Lee -2	Burbridge +0	McGinnis +2
Lindsey -2	Landram -1	Slack +0
Campbell (cav.) -3	White (art.) +0	Mitchell (art.) +0
Lamphere (art.) +0		
Carr's Division	PICKETS	
Benton +0	[Decoy]	
Lawler +1		
Klauss (art.) +0		

## XV CORPS

**Maj. Gen. William T. SHERMAN**




- ★ Hard Driving

**7**

Steele's Division	Blair's Division	Tuttle's Division
Manter -1	G. Smith -1	Buckland +0
Woods +0	T. Smith +0	Mower -1
Thayer +0	Ewing +0	Matthies -1
Griffiths (art.) +0	Wood (art.) +0	

## XVII CORPS

**Maj. Gen. James McPHERSON**



- ★ Energetic
- ★ Shrewd Tactician

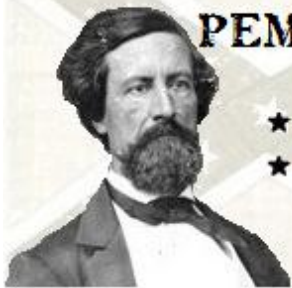
**7**

Logan's Division	McArthur's Division	Crocker's Division
Smith +0	Reid -2	Sanborn -1
Leggett -1	Ransom +1	Holmes +0
Stevenson +0	Hall +0	Boomer -2
Rogers (art.) +0	Maurice (art.) +0	Dillon (art.) +0

# CONFEDERATE ORDER OF BATTLE

## The Mississippi Department

### Army of the Mississippi



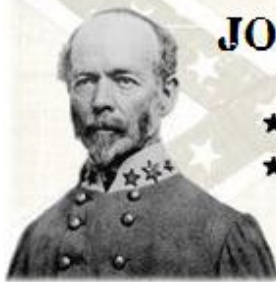
**Lt. Gen. John C.  
PEMBERTON**

★ Inept  
★ Energetic

**14**

Loring's Division	Stevenson's Division	Bowen's Division
Tilghman -1	Barton +1	Cockrell +3
Buford +3	Lee +2	Green +2
Featherston +1	Cumming +2	Dawson (art.) +0
Cowan (art.) +0	Reynolds -1	
	Waul -3	
	Anderson (art.) +0	
Forney's Division	Smith's Division	PICKETS
		[Decoy]
Hebert +1	Baldwin +1	
Moore +2	Shoup +0	PICKETS
	Vaughn +0	[Decoy]
Davidson (art.) +0	Tobin (art.) +0	

### Relief Army



**Gen. Joseph E.  
JOHNSTON**

★ Cautious  
★ Unreliable

**7**

Gregg's Ad Hoc Command	PICKETS	
	[Decoy]	
Gregg +3		
Wilson +2		
[Random Arrival] Walker's Division	[Random Arrival] French's Division	[Random Arrival] Jackson's Cav. Division
Ector +3	McNair +2	Cosby (cav.) +1
Gist +0	Maxey +3	Whitfield (cav.) +1
Bledsoe (art.) +0		Preston (art.) +0

## USA Base Labels

<b>GRANT</b> Army General	<b>ARMY HQ</b> Grant	<b>McCLERNAND</b> XIII Corps General	<b>XIII CORPS HQ</b> McClernand	<b>LEE</b> [-2] Osterhaus's Div.	<b>LINDSEY</b> [-2] Osterhaus's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>CAMPBELL</b> [-3] Osterhaus's Div.	<b>ARTILLERY</b> [+0] Osterhaus's Div.	<b>BURBRIDGE</b> [+0] Smith's Div.	<b>LANDRAM</b> [-1] Smith's Div.	<b>ARTILLERY</b> [+0] Smith's Div.	<b>McGINNIS</b> [+2] Hovey's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>SLACK</b> [+0] Hovey's Div.	<b>ARTILLERY</b> [+0] Hovey's Div.	<b>BENTON</b> [+0] Carr's Div.	<b>LAWLER</b> [+1] Carr's Div.	<b>ARTILLERY</b> [+0] Carr's Div.	<b>SHERMAN</b> XV Corps General
fold here	fold here	fold here	fold here	fold here	fold here
<b>XV CORPS HQ</b> Sherman	<b>MANTER</b> [-1] Steele's Div.	<b>WOODS</b> [+0] Steele's Div.	<b>THAYER</b> [+0] Steele's Div.	<b>ARTILLERY</b> [+0] Steele's Div.	<b>G. SMITH</b> [-1] Blair's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>T. SMITH</b> [+0] Blair's Div.	<b>EWING</b> [+0] Blair's Div.	<b>ARTILLERY</b> [+0] Blair's Div.	<b>BUCKLAND</b> [+0] Tuttle's Div.	<b>MOWER</b> [-1] Tuttle's Div.	<b>MATHIES</b> [-1] Tuttle's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>McPHERSON</b> XVII Corps	<b>XVII CORPS HQ</b> McPherson	<b>SMITH</b> [+0] Logan's Div.	<b>LEGGETT</b> [+1] Logan's Div.	<b>STEVENSON</b> [+0] Logan's Div.	<b>ARTILLERY</b> [+0] Logan's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>REID</b> [-2] McArthur's Div.	<b>RANSOM</b> [+1] McArthur's Div.	<b>HALL</b> [+0] McArthur's Div.	<b>ARTILLERY</b> [+0] McArthur's Div.	<b>SANBORN</b> [-1] Crocker's Div.	<b>HOLMES</b> [+0] Crocker's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>BOOMER</b> [-2] Crocker's Div.	<b>ARTILLERY</b> [+0] Crocker's Div.				
fold here	fold here				

## CSA Base Labels

<b>PEMBERTON</b> Army General	<b>ARMY HQ</b> Pemberton	<b>TILGHMAN [-1]</b> Loring's Div.	<b>BUFORD [+3]</b> Loring's Div.	<b>FEATHERSTON [+1]</b> Loring's Div.	<b>ARTILLERY [+0]</b> Loring's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>BARTON [+1]</b> Stevenson's Div.	<b>LEE [+2]</b> Stevenson's Div.	<b>CUMMING [+2]</b> Stevenson's Div.	<b>REYNOLDS [-1]</b> Stevenson's Div.	<b>WAUL [-3]</b> Stevenson's Div.	<b>ARTILLERY [+0]</b> Stevenson's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>COCKRELL [+3]</b> Bowen's Div.	<b>GREEN [+2]</b> Bowen's Div.	<b>ARTILLERY [+0]</b> Bowen's Div.	<b>HEBERT [+1]</b> Forney's Div.	<b>MOORE [+2]</b> Forney's Div.	<b>ARTILLERY [+0]</b> Forney's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>BALDWIN [+1]</b> Smith's Div.	<b>SHOUP [+0]</b> Smith's Div.	<b>VAUGHN [+0]</b> Smith's Div.	<b>ARTILLERY [+0]</b> Smith's Div.	<b>JOHNSTON</b> Relief General	<b>RELIEF HQ</b> Johnston
fold here	fold here	fold here	fold here	fold here	fold here
<b>GREGG [+3]</b> Gregg's Div.	<b>WILSON [+2]</b> Gregg's Div.	<b>ECTOR [+3]</b> Walker's Div.	<b>GIST [+0]</b> Walker's Div.	<b>ARTILLERY [+0]</b> Walker's Div.	<b>COSBY [+1]</b> Jackson's Div.
fold here	fold here	fold here	fold here	fold here	fold here
<b>WHITFIELD [+1]</b> Jackson's Div.	<b>ARTILLERY [+0]</b> Jackson's Div.	<b>McNAIR [+2]</b> French's Div.	<b>MAXEY [+3]</b> McNair's Div.		
fold here	fold here				



YAZOO R.

STEELE'S BAYOU

MILIKEN'S BEND

VICKSBURG

BR

EDWARDS ST

CYPRESS SWAMP

WARRENTON

AUP

MISSISSIPPI R.

CAYUGA

ROCKY SPRINGS

UTICA

GRAND GULF


WILLOW SPRINGS

BURTONTON

PORT GIBSON

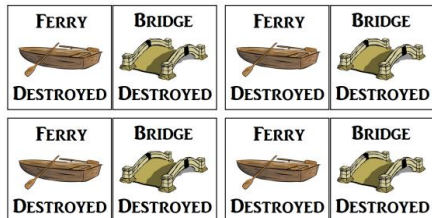
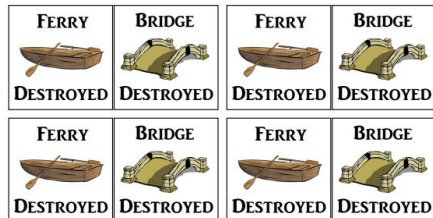
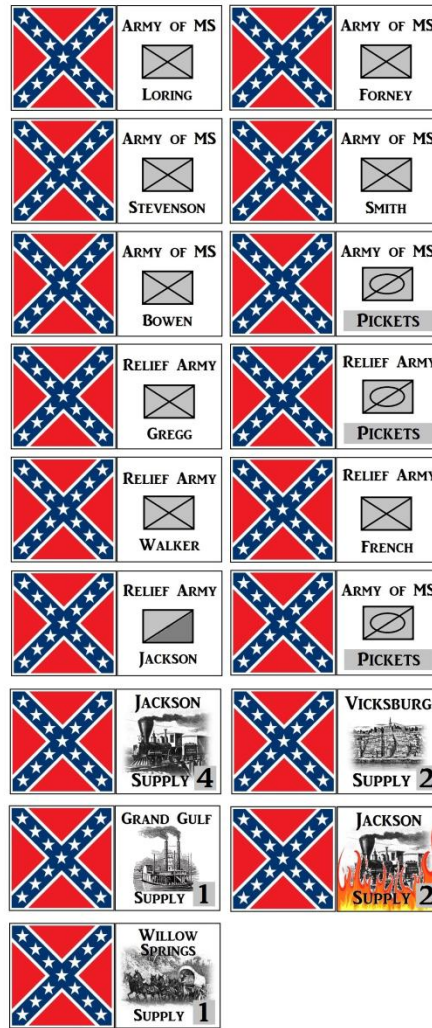
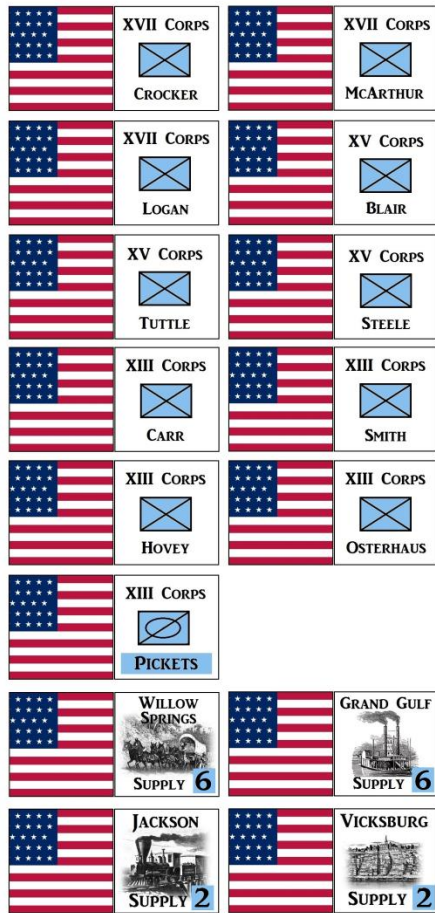


**GIBRALTAR OF THE WEST**



ALTAR OF FREEDOM CAMPAIGN SERIES

## Map Tokens



**IMPORTANT NOTICE!** Players who want a high-resolution digital version of the map can download one at [www.6mmACW.com](http://www.6mmACW.com). This version can be used to print larger physical copies of the map. All campaign cards, including Battle Cards and Event Cards, are also freely available at the website. The map tokens can also be resized with a digital copy. Please visit *Altar of Freedom's* official homepage at [www.6mmACW.com](http://www.6mmACW.com).



# ALTAR OF FREEDOM

## QUICK REFERENCE SHEET

### CAMPAIGN TURN SEQUENCE

#### Campaign Set-Up

- (1) Print map, tokens, & cards
- (2) Assemble army OOBs with miniatures
- (3) Read Player Briefings; deploy map tokens
- (4) Shuffle ten Event Cards; discard two.

#### The Campaign Turns

- (1) Draw Event Card  
Reveal one Event Card and implement effects
- (2) Collect Staff Dice  
All players earn a number of Staff Dice equal to the value of current Supply Depots they control
- (3) Union Player Moves One Corps  
Allot Staff Dice for divisions in the corps; move map tokens one at a time; check for contact/battle; conduct special actions
- (4) Tabletop Battle?  
If chosen, a tabletop battle ends all movement for the entire turn; proceed to (7) after battle. If no tabletop battle occurs, continue to (5)
- (5) Confederate Movement  
Confederate player moves one corps as above
- (6) Continue Alternating Corps Movement
- (7) End of Turn  
Reconstitute broken units; update Victory Point Tracks secretly

### MAP MOVEMENT RATES

Unit Type	Grid Spaces
Cavalry division	5 [+ Staff Dice?]
Infantry division	3 [+ Staff Dice?]
Pickets	3 [+ Staff Dice?]
Supply Depot	0

- \* Units travelling "off-road" forfeit their base move  
 \*\* Staff Die roll of "6" counts as "0"

### BATTLE RESULTS TABLE

When contact is made, both players select one Battle Card, reveal, and consult the table:

	(Attacker) BATTLE	(Attacker) SKIRMISH
(Defender) BATTLE	A Major Battle will result on the table-top. Follow the listed set-up procedure.	Resolve Minor Skirmish. Defender adds extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.
(Defender) SKIRMISH	Resolve Minor Skirmish. Attacker adds extra +1 to his die roll for each division within 3 grid spaces. Loser retreat d3 spaces.	Resolve Minor Skirmish. No additional bonuses. Loser retreat d3 spaces.
(Defender) RETREAT	Resolve Minor Skirmish. Attacker adds extra +2 to his die roll for each division within 3 grid spaces. Defender retreat d6 spaces.	Defender retreat d6 spaces.

### MINOR SKIRMISH RESOLUTION

Each player adds +1 for every brigade within the engaged division, plus any modifiers from the table above. Roll a d6 and compare results. Defender wins ties. A natural roll of "1" results in a Broken brigade.