

Gibraltar of the West

1863 VICKSBURG CAMPAIGN CARDS

These cards are intended for use with *Gibraltar of the West*, a campaign supplement written for *Altar of Freedom*. The rules allow players the opportunity to refight the Vicksburg Campaign in May 1863, using map movement to create tabletop battles. The campaign supplement is available as a PDF download from the website, offered for free as a “thank you” to all our players.

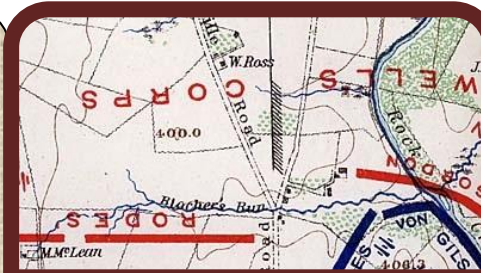
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ALTAR of FREEDOM

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PITCHED BATTLE



"Draw up our divisions for battle.
We make our fight here, men!"



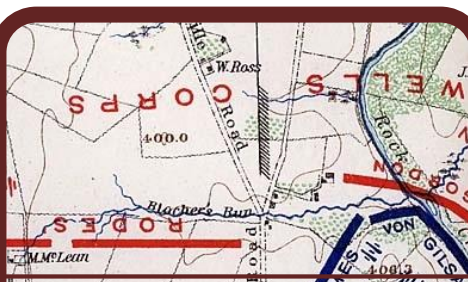
BATTLE PLANS



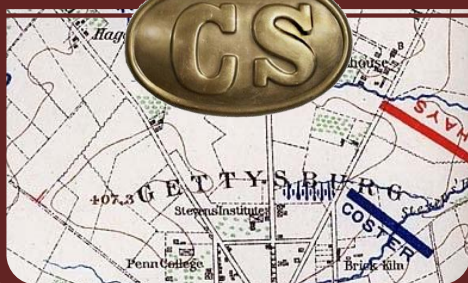
SKIRMISH



"Tell our boys to hold the line and
probe the enemy for weakness."



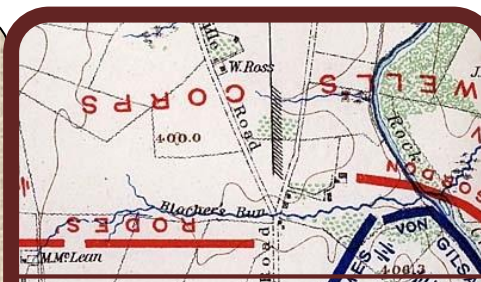
BATTLE PLANS



RETREAT!



"The situation appears unfavorable.
We must yield the field."



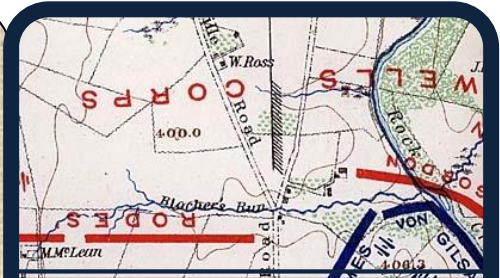
BATTLE PLANS



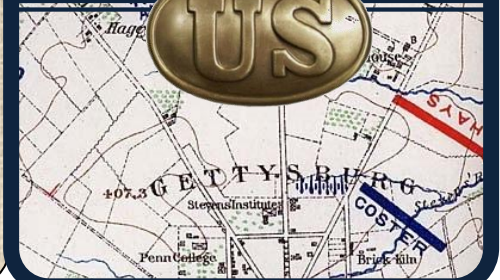
PITCHED BATTLE



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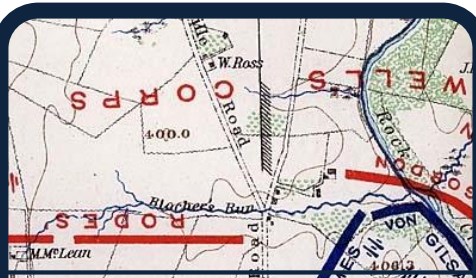
BATTLE PLANS



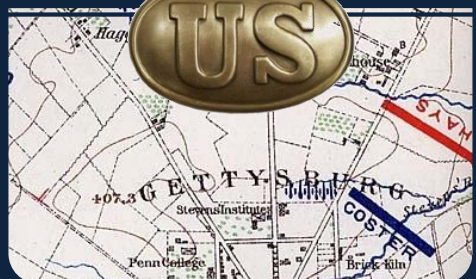
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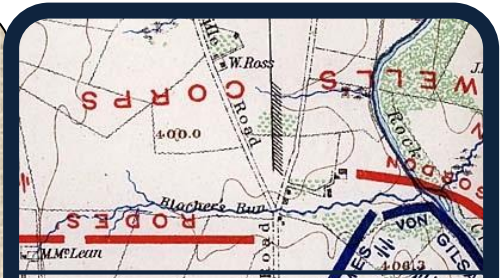
BATTLE PLANS



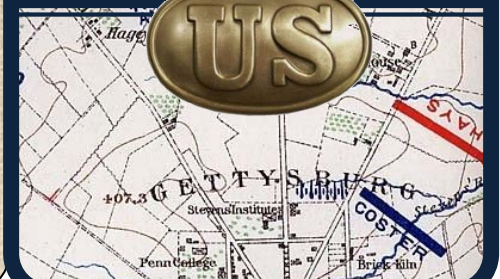
RETREAT!



"The situation appears unfavorable
for us. Do not engage the enemy."



BATTLE PLANS

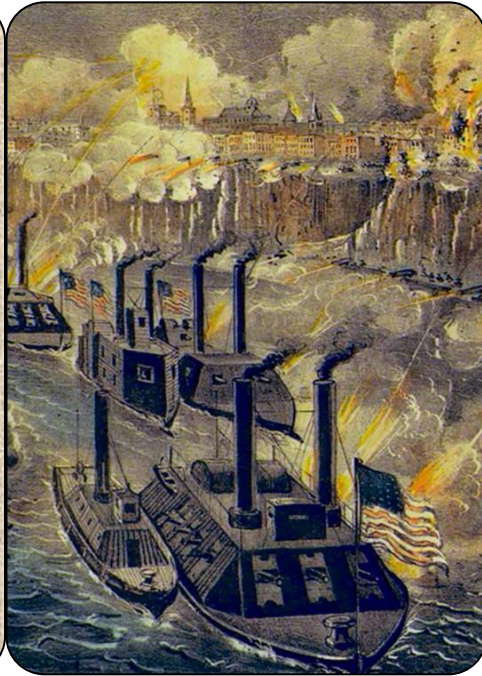


REINFORCEMENTS



William H. Jackson's Division
joins Johnston's relief army.

*CSA player may immediately place
Jackson's Division at Jackson,
Calhoun, or Midway.*

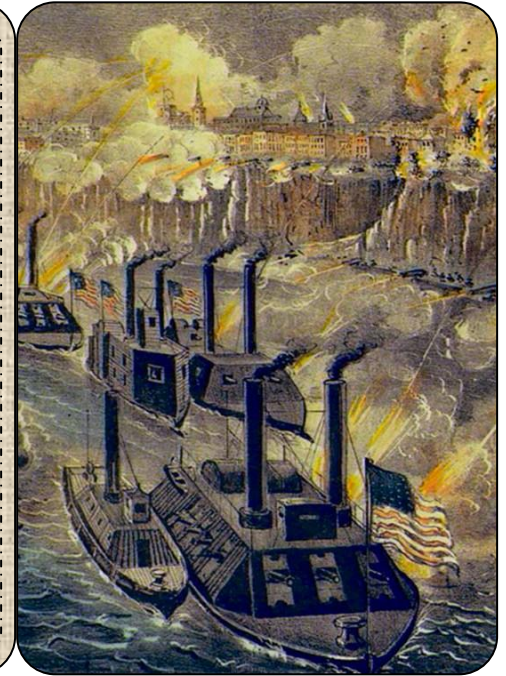


REINFORCEMENTS



William H.T. Walker's Division
joins Johnston's relief army.

*CSA player may immediately place
Walker's Division at Jackson,
Calhoun, or Midway.*

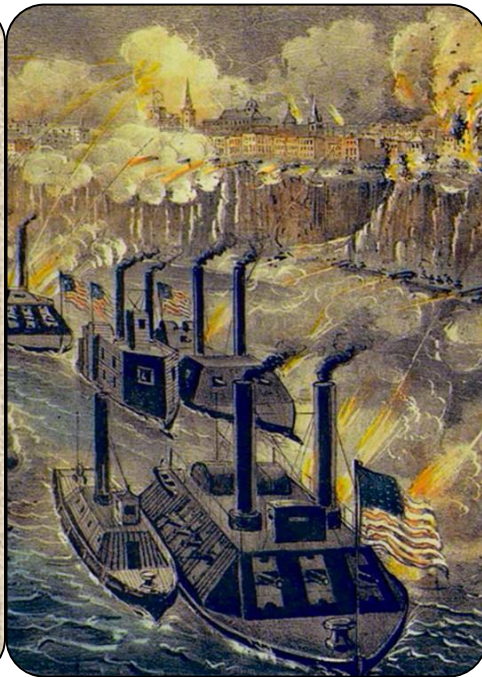


FLASH FLOODS



A sudden spring storm floods
the bayous and river tributaries.

*No divisions may cross a major or
minor river except at marked road
bridges. Mark two random Ferries as
Destroyed. Other Ferries cannot be
used for this turn only.*

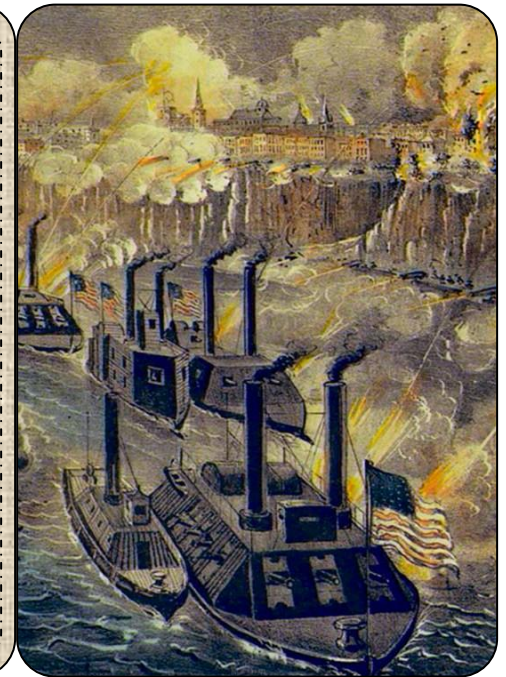


SOAKING RAINS

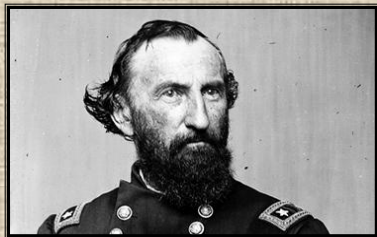


Several days of rain saturate the
roads, turning them into
muddy quagmires.

*No divisions receive their free base
move this turn--only assigned Staff
Dice will allow units to move. Mark one
random Ferry as Destroyed.*



OLD GRUDGES...



Still simmering with personal grievances, McClernand protests Grant's orders.

No divisions in McClernand's corps may move this turn.

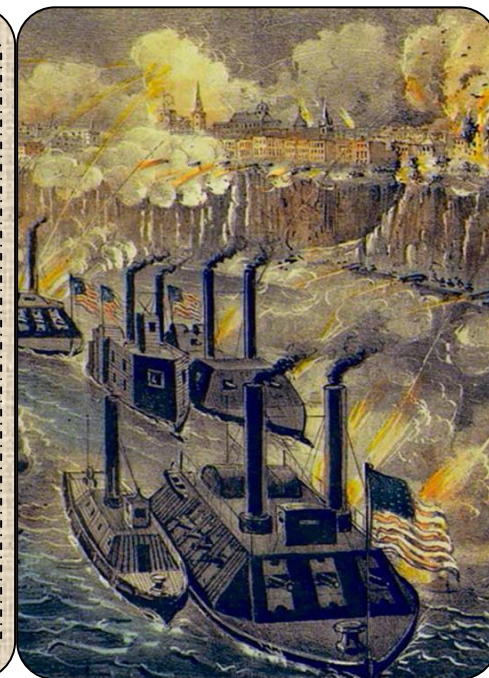


LOST COURIER



Couriers riding between Johnston and Pemberton are captured, delivering intel to Grant.

Confederate player must publically reveal his current VP Total to the Federal player.

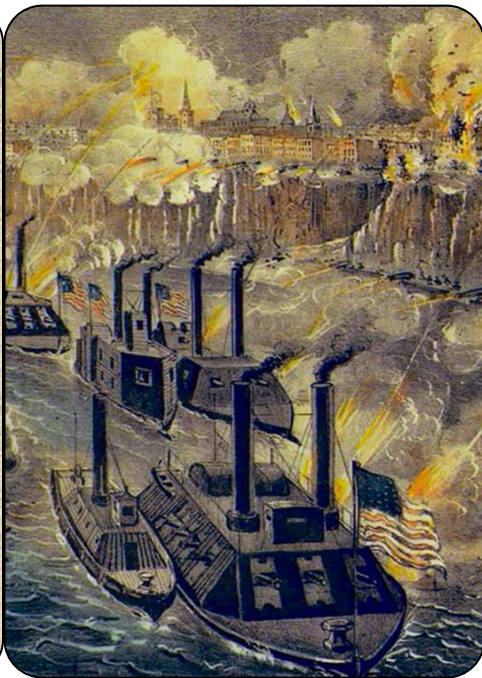


FORAGE PARTIES



Union soldiers confiscate fresh supplies from the countryside.

Federal player adds +3 bonus Staff Dice this turn. Applies only this turn and dice cannot be saved.

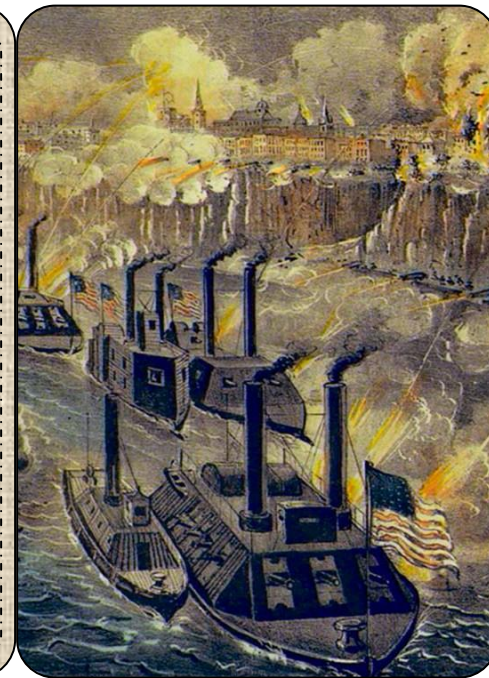


PANIC IN JACKSON



Fearing for the safety of the capital, Johnston evacuates Jackson in haste.

Immediately reduce the value of the Jackson Supply Depot to 2. (Event does not apply if Jackson is already under Federal control).

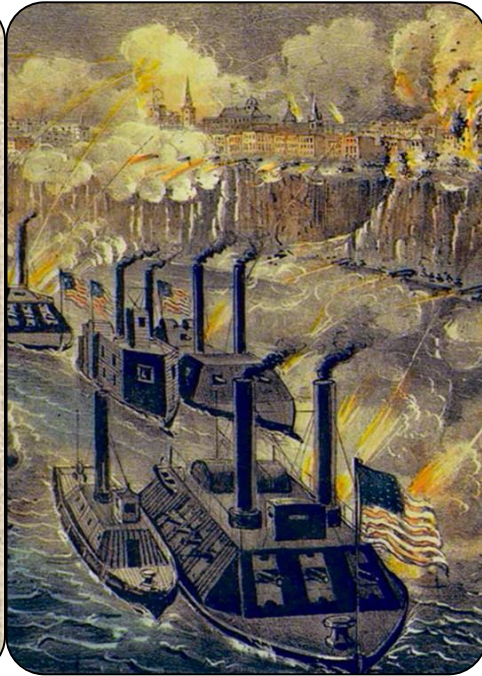


CONFUSING ORDERS



Contradictory orders from Johnston's staff result in command confusion.

CSA player suffers a -2 Staff Dice penalty for this turn.

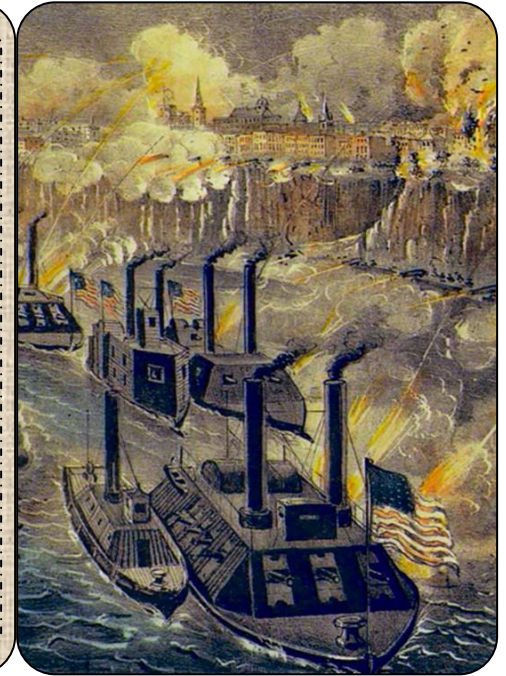


REINFORCEMENTS



Samuel G. French's Division joins Johnston's relief army.

CSA player may immediately place French's Division at Jackson, Calhoun, or Midway.



Thank you for playing...

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