

**ACWGC
UNION ARMY
CAMPAIGN AND BATTLEFIELD RIBBONS
AWARDS STUDY**

“HPS VICKSBURG SERIES”

MASTER STUDY GUIDE

Including the battles
of
**Chickasaw Bayou, Snyder’s Bluffs, Port Gibson,
Willows and Ingraham Hts, Redbone Church,
Fourteen Mile Creek, Champion Hill,
Clinton, Edwards Station,
Big Black Bridge,
and
Vicksburg**

PREPARED AND RESEARCHED

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(OFFICIAL 2013 UA AWARDS COMMITTEE DOCUMENT)

Preface

The following study guide has been carefully constructed to give fundamental support to the ACWGC Union Army Awards system. Army and Corps Commanders will find this study especially useful as a base guide for determining the proper battlefield ribbon for the particular scenario played.

The study guide is constructed in a rolling table format in which all of the actions and battles of the main game package are primarily listed in order of their historical or ahistorical date/time chronology. Note should be taken that this order is not always the order in which the scenarios are presented upon the original game disks. The game and scenario designers did not always undertake a common, progressive identification method in their presentations that could be considered universal in its application. Therefore there are great differences from game package to game package in *how* the scenarios are listed!

There exist only two TalonSoft BattleGround and two HPSCC modifications and they all follow in sequence to the scenarios (Champion Hill) to which they are related.

The tables are headed by the description of the battle or action with which the scenario group is associated. If there are any scenarios within that description that qualify by turn count for a possible MAJOR VICTORY, then the selected file name and graphic of the updated award ribbon are also displayed within the header, to the right of the older displaced ribbon.

Each scenario entry within a table includes the ACWGC abbreviation of the parent game, the scenario ID number if given, the number of constructed game turns, the historical date of the scenario, and the exact descriptions as given within the game. In addition, the number of scenario turns is prefixed with an alpha character, which identifies the nature of the scenario (H for Historical, W for What-if, none for Campaign Game scenario). The exact program *scn* (scenario) file identification is also included with the description.

Note flashes are appropriately inserted into the study guide where necessary to indicate additional information given at the end. Officers are encouraged to scan the abbreviation Legend Key in the rear before using this guide.

THE 2013 UNION ARMY COMMAND STAFF AND ADVISORY GROUP

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General Information

This study includes all of the scenarios contained in HPS Campaign Vicksburg (HPSCV) and the 2 modified scenarios originating from the TalonSoft BattleGround Chickamauga (BGC).

The new Vicksburg UA awards have been designed to integrate well the previous UA awards and, at the same time, to clearly stand apart. The base color of the Vicksburg awards is pumpkin orange. The three basic trim colors include electric blue, dark blue and cream white.

This three-color pattern supports a greater visual distinction of the individual ribbons composing the Vicksburg set, which consists of a total of 11 ribbons. The battle ribbon set is divided into 3 groups: those battles fought on the Mississippi course along Chickasaw Bayou, the battles of the beginning of the spring campaign before the turning point of Champion Hill and the battles around Champion Hill and their aftermath.

(No ribbons are currently authorized for an AI contest of any length.)

Some of the separate battles and actions playable within the Campaign Game were not given a distinctive name by the game designers. Battle names are a necessary element in the Union Award system. Therefore the battle names suggested for those particular actions were selected after a careful study of the maps and forces involved.

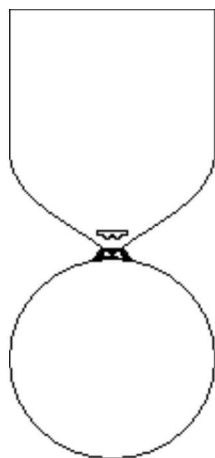
The treatment of the period around Champion Hill demanded a closer scrutiny given the number of both historical and ahistorical actions during these few days.

The peculiar case of the Clinton engagement led the UA Award Committee to attribute it a distinctive ribbon although it only lasts 34 turns.

UNION ARMY BATTLEFIELD RIBBONS “HPS VICKSBURG SERIES”¹



HPS VICKSBURG CAMPAIGN
(LG-RIB-CAM_VBG.gif)



HPS VICKSBURG CAMPAIGN
(LG-MED_CAM_VBG.gif)



This award given for completing and winning an HPS Vicksburg Campaign of at least two battles against a Rebel opponent.

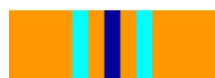


HPS VICKSBURG (LG-RIB-HPS_VBG.gif)



This award given for winning five Major Victories against a Rebel opponent in the HPS Campaign Vicksburg game series regardless of scenario length.

The following battlefield ribbons are awarded for a Major Victory against a Rebel opponent in any scenario of at least 35 turns in length from the HPS Campaign Vicksburg games, with the exception of the Clinton engagement, only 34 turns long.



CHICKASAW BAYOU² (LG-RIB-BTL_CSB.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	01h	H 198	12/26-29/1862	Dec 26-29 - Chickasaw Bayou (Historical - Long) 01h. Chickasaw Bayou.scn
“	01hvar	H 253	12/26-30/1862	Dec 26-30 - Chickasaw Bayou (Variant - Long) 01hvar. Chickasaw Bayou.scn
“	01h_a	H 16	12/27/1862	Dec. 27, 1862 - Chickasaw Bayou (Historical) 01h_a. 27th Chickasaw Bayou.scn

“	01whatif_a	W 18	“	Dec. 27, 1862 - Chickasaw Bayou (What-if) 01whatif_a. 28th Chickasaw Bayou.scn
“	01h_b	H 30	12/28/ 1862	Dec. 28, 1862 - Chickasaw Bayou (Historical) 01h_b. 27th Chickasaw Bayou.scn
“	01whatif_b	W 30	“	Dec. 28, 1862 - Chickasaw Bayou (What-if) 01whatif_b. 28th Chickasaw Bayou.scn
“	01h_c	H 33	12/29/ 1862	Dec. 29, 1862 - Chickasaw Bayou (Historical) 01h_c. 27th Chickasaw Bayou.scn
“	01whatif_c	W 33	“	Dec. 29, 1862 - Chickasaw Bayou (What-if) 01whatif_c. 29th Chickasaw Bayou.scn

New Ribbon

SNYDER’S BLUFFS (LG-RIB-BTL_SNI.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	pgsb_c1u2	39	04/29/ 1863	April 29, 1863 - Chickasaw Bayou Redux pgsb_c1u2.scn
“	pgsb_c2u2	39	“	April 29, 1863 - Surprise up the Yazoo! pgsb_c2u2.scn



PORT GIBSON³ (LG-RIB-BTL_PTG.gif)

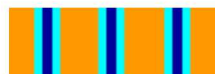


Game	Scn.	Turns	Date	Descriptions
HPSCV	02h	H 38	05/01/1 863	May 1 (Hist) Port Gibson"Where the Land Stands on End" 02h. Port Gibson.scn
“	pgsb_c1u1	38	“	May 1, 1863 - Port Gibson pgsb_c1u1.scn
“	pgsb_c2u1	38	“	May 1, 1863 - Port Gibson variant pgsb_c2u1.scn

Grindstone Ford

No ribbon

Game	Scn.	Turns	Date	Descriptions
HPSCV	02h_a	H 27	05/02/ 1863	May 2, 1863 - Grindstone Ford (Historical) 02h_a. Grindstone Ford.scn
“	02whatif_a	W 27	“	May 2, 1863 - Grindstone Ford (What-if) 02whatif_a. Grindstone Ford.scn



WILLOWS AND INGRAHAM HTS (LG-RIB-BTL_WIH.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	02h_b	H 27	05/03/ 1863	May 3, 1863 - Ingraham Heights (Historical) 02h_b. Ingraham Heights.scn
“	cbp_c1u1	46	“	May 3, 1863 - Willows and Ingraham Heights cbp_c1u1.scn
“	cbp_c1u2	46	“	May 3, 1863 - Willows and Ingraham Heights cbp_c1u2.scn
“	cbp2_c1u1	46	“	May 3, 1863 - Willows and Ingraham Heights cbp2_c1u1.scn
“	cbp2_c1u2	46	“	May 3, 1863 - Willows and Ingraham Heights cbp2_c1u2.scn



REDBONE CHURCH (LG-RIB-BTL_RBC.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	cbp_c2u2	45	05/03/1863	May 3, 1863 - Redbone Church cbp_c2u2.scn
“	cbp2_c2u2	45	“	May 3, 1863 - Redbone Church cbp2_c2u2.scn

Raymond

No ribbon

Game	Scn.	Turns	Date	Descriptions
HPSCV	03h	H 18	05/12/1863	May 12, 1863 - Battle of Raymond (Historical) 03h. Raymond.scn
“	03whatif	W 18	“	May 12, 1863 - Raymond: When Help Arrived 03whatif. Raymond.scn
“	cbp_c2u1	24	“	May 12, 1863 - The Battle of Raymond cbp_c2u1.scn
“	cbp2_c2u1	24	“	May 12, 1863 - The Battle of Raymond cbp2_c2u1.scn
“	04h_a	H 24	05/13/1863	May 13, 1863 - McClernand's Fix (Historical) 04h_a. McClernand's Fix.scn

New Ribbon

FOURTEEN MILE CREEK (LG-RIB-BTL_FMC.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	fmc_jax_c1u2	67	05/13-14/1863	May 13-14, 1863 - Battle of Edwards fmc_jax_c1u2.scn
“	fmc_jax_c2u1	64	“	May 13-14, 1863 - McClernand's Escape fmc_jax_c2u1.scn
“	fmc_jax_c2u2	67	“	May 13-14, 1863 - Battle of Edwards fmc_jax_c2u2.scn

Jackson

No ribbon

Game	Scn.	Turns	Date	Descriptions
HPSCV	04h	H 18	05/14/1863	May 14, 1863 - The Battle of Jackson (Historical) 04h. Battle of Jackson.scn
“	fmc_jax_c1u1	18	“	May 14, 1863 - The Battle of Jackson fmc_jax_c1u1.scn



CHAMPION HILL⁴ (LG-RIB-BTL_CHH.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	05h	H 30	05/16/1863	May 16, 1863 - The Battle of Champion Hill (Historical) 05h. Champion Hill.scn
“	05whatif_a	W 30	“	May 16, 1863 - The Battle of Champion Hill (What-if) 05whatif_a. Champion Hill.scn
“	05h_a	H 77	05/16-17/1863	May 16-17, Champion Hill to Big Black Bridge (Historical) 05h_a. Champion Hill (large).scn

“	05whatif_b	W 77	“	May 16-17, Champion Hill to Big Black Bridge (What-if) 05whatif_b. Champion Hill (large).scn
“	05whatif_c	W 77	“	May 16-17, 1863 - Pemberton waits (What-if) 05whatif_c. Champion Hill (large).scn
“	jf_c1u1	77	05/16-17/1863	May 16-17, 1863 - Champion Hill to Big Black jf_c1u1.scn
HPSCC mod	CHH01	40	05/16/1863	Battle of Champion's Hill – Grant hesitates
“	CHH02	40	05/16/1863	Battle of Champion's Hill - Historical
BGC mod	-	30	05/16/1863	Champion Hill Historical – PBM.scn
“	-	30	“	Champion Hill Balanced – PBM.scn

New Ribbon

CLINTON (LG-RIB-BTL_CLN.gif)



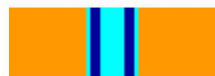
Game	Scn.	Turns	Date	Descriptions
HPSCV	jf_c1u2	34	05/16/1863	May 16, 1863 - Clinton and Jackson jf_c1u2.scn

New Ribbon

EDWARDS STATION (LG-RIB-BTL_EDW.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	jf_c2u1	77	05/16-17/1863	May 16-17, 1863 - Edwards Station to Big Black jf_c2u1.scn
“	jf_c2u2	77	“	May 17-18, 1863 - Link up at Edwards jf_c2u2.scn



BIG BLACK BRIDGE (LG-RIB-BTL_BBB.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	06h	H 20	05/17/1863	May 17, 1863 - Battle of Big Black Bridge (Historical) 06h. Big Black Bridge.scn
“	06whatif_a	W 38	“	May 17 - Big Black Bridge (What-if): Loring's Arrival 06whatif_a. Loring's Arrival.scn



VICKSBURG (LG-RIB-BTL_VBG.gif)



Game	Scn.	Turns	Date	Descriptions
HPSCV	07h	H 22	05/19/1863	May 19 Assault (Historical) - "Spread Eagles" 07h. May 19 Assault.scn
“	07h_a	H 10	“	May 19, 1863 - (Historical) Stockade Redan 07h a. Stockade Redan.scn
“	thc_c1u1	29	“	May 19, 1863 - Breakout to the northeast thc_c1u1.scn
“	thc_c1u2	29	“	May 19, 1863 - Breakout to the northeast thc_c1u2.scn
“	thc2_c1u1	29	05/20/1863	May 20, 1863 - Breakout to the northeast thc2_c1u1.scn

“	thc2_c1u2	29	“	May 20, 1863 - Breakout to the northeast thc2_c1u2.scn
“	08h	H 40	05/22/1863	The May 22 Assault (Historical) - "Hell is Empty..." 08h. May 22 Assault.scn
“	10whatif_a	W 40	07/06/1863	July 6 - Final Assault "the walls came a-tumblin' down" 10whatif_a. July 6 Assault.scn

No ribbon

Halls Ferry Road

Game	Scn.	Turns	Date	Descriptions
HPSCV	thc_c2u1	29	05/19/1863	May 19, 1863 - Breakout to the southeast thc_c2u1.scn
“	thc_c2u2	29	“	May 19, 1863 - McClernand's blockade thc_c2u2.scn
“	thc2_c2u1	29	05/20/1863	May 20, 1863 - Breakout to the southeast thc2_c2u1.scn
“	thc2_c2u2	29	“	May 20, 1863 - McClernand's blockade thc2_c2u2.scn

No ribbon

Milliken's Bend

Game	Scn.	Turns	Date	Descriptions
HPSCV	09h	H 18	06/06/1863	June 6, 1863 (Historical) - Battle of Milliken's Bend 09h. Milliken's Bend.scn
“	09whatif_a	W 18	“	June 6 - Milliken's Bend (What-if): Sullivan's Dilemma 09whatif_a. Milliken's Bend.scn

¹ LEGEND KEY

BOLD FACE FONT – 35-turns-or greater scenario
 Black Font – Original HPS Campaign Vicksburg scenario
Red Font – BattleGround modifications
Green Font – HPS Campaign Corinth modifications
 HPSCV – HPS Campaign Vicksburg
 BGC – BattleGround Chickamauga
 H – Historical Scenario
 W – What-If Scenario
 mod – modified Scenario

² The first sub-group consists of the battles fought for the control of the Chickasaw Bayou as a direct attempt to reach the city of Vicksburg from the north, whether at the end of 1862 as a ahistorical attempt or at the end of April, 1863 (Snyder's Bluffs). These battle ribbons all feature dark blue as the dominant, vertical bar color.

³ The second sub-group consists of the battles fought at the beginning of the Spring Campaign with Port Gibson as the starting point before the climax of Champion Hill. Port Gibson, Willows and Ingraham Heights, Redbone Church and Fourteen Mile Creek are all limited actions whose ground depends mainly on the choice of direction from the marching Union Army. These battle ribbons all feature cream white as the dominant, vertical bar color.

⁴ The third sub-group consists of the battle of Champion Hill, the ahistorical action that could have happen instead (Clinton, Big Black Bridge or Edwards Station) and the attack of the city of Vicksburg which took place afterwards. These battle ribbons all feature electric blue as the dominant, vertical bar color. At the time of this publication the two HPSCC Champion Hill modifications were no longer available for download.