

INTO THE WOODS



The Battle of Shiloh, April 6-7, 1862



Battle Book

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2.0 Components

A complete game of *Into the Woods: The Battle of Shiloh* should have the following components:

- Two 34" × 22" game maps of the Shiloh battlefield
- One double-sided 11" × 17" small-scenario game map
- Four and ½ counter sheets of combat units and markers
- This Battle Book
- One 44-page GBACW Series Rule Book (2021 Ed.)
- One double-sided Turn Track
- Two Efficiency/Activation sheets
- Two TEC and 2nd Disorder Charts
- Two Combat Tables folders
- Two Battle Events/Ammo Resupply Charts
- One Alert Schedule/Roar of Battle
- Two ten-sided dice

2.42 Game Scale

The map scale is approximately 110 yards per hex with 20-foot elevation contours.

2.43 Time Scale

The game uses a 12 hour standard clock instead of the military clock.

2.7 Terminology

- AoM:** Army of the Mississippi
- AoO,O:** Army of the Ohio
- AoT,T:** Army of the Tennessee
- BB:** Battle Book
- Bn:** Battalion
- Bty:** Battery
- CI:** Combat Ineffective
- Det:** Detachments
- DR:** Die Roll
- DRM:** Die Roll Modifier
- GD,GDS:** Guard, Guards
- OOC:** Out of Command
- R:** Reserve Corps
- SR:** Series Rules
- UDD:** Universal Disorder Die roll (used as noun and verb)
- US:** US Regulars

4.0 The Command System

4.1 Commanders and Leaders

4.11 Overall Commanders

There are four overall commanders. Grant is the overall commander of the Army of the Tennessee, Buell is the overall commander of the Army of the Ohio, and both A.S. Johnston and P.G.T. Beauregard are considered overall commanders of the Army of the Mississippi. Each commander can affect only units under his command.

Both overall Confederate commanders can place any two brigades in their Command Range in Direct Command (replacing the normal command chain, i.e., corps-division-brigade) during the Determine Chain of Command Phase [SR 3.0 II.A]. The brigades chosen are considered In Command for all purposes and use their Corps' Efficiency (unmodified) for Activation. The brigades move under their normal AMs. If Beauregard uses this ability, he cannot use his Initiative Rating in the same turn for supplementing Efficiency (he still influences initiative). Johnston may use his special abilities (below) in addition to this ability.

Albert Sidney Johnston has unique abilities to affect Activations, units, and combat. He is subject to overall commander movement limitations [SR 9.32] but has half his Command Range (5 MPs) for special abilities if exceeding 10 MPs in the preceding Commander Movement Phase. Within his Command Range,

- He may place any brigade under Attack Orders automatically, even if it had failed an attempt during the Change Orders Phase [SR 3.0 III.C.1].
- Each brigade leader under Attack Orders is treated as an Aggressive brigadier, i.e., they receive a +1 if stacked with shocking troops. This effect lasts through any Continued Shock.
- Green regiments may still Shock, even if they failed their Green Attacker Commitment check. The Green units can either start or end their movement in Johnston's Command Range for this benefit.
- Any time after the first AM has been played but before the last AM of a turn is played, Johnston may activate any one brigadier in his Command Range before the next AM is drawn. The brigadier and any units of the brigade within the range of the brigadier or Johnston are considered to be In Command. Units not within range of their brigadier or Johnston are not included in this Activation. This Activation does not subtract from the number of available Activations for that brigade but always counts towards Fatigue, regardless of unit actions.

Johnston can use each of the above abilities once per turn; however, he can affect multiple units/leaders. All the abilities could be used in a single Activation or different abilities could be spread out among several Activations (e.g., he could use his ability for automatic change to Attack Orders for brigadiers in one Activation, and have the Green regiments automatically pass their UDD for shock in another). If any of these abilities are used, Johnston will check for Leader Loss at the beginning of the Commander Movement Phase [SR 3.0 IV.A], (before any Commander movement). This Leader Loss roll is in addition to any rolls required by stacking with units that take losses and is a single roll regardless of the number of abilities used.

EXAMPLE: If a player used Johnston to override two Brigadiers' failed rolls to change to Attack Orders in one Activation, then helped three Green units to pass their failed UDD for shock in a different Activation, he would roll once for leader loss at the beginning of the Commander Movement Phase. If he had used the extra Activation in the example above, it would still be a single roll. While each ability can only be used once a turn in a

specific Activation, the abilities can affect more than one unit/leader when used.

Johnston can use the above listed special abilities on any turn starting at 6 AM with the required Leader Loss roll. When Johnston begins the mandatory Leader Loss roll at 12 Noon [BB 12.77] any use of the above abilities during the turn is a modifier of -1 to the loss roll for that turn (i.e., a roll of 0 or 1 will cause the loss of Johnston). When an ability is used, flip the specific ability counter on the Activation Sheet as a reminder to roll or modify the roll for Johnston's Leader Loss.

As an alternative to the above, Johnston can place two brigades within his Command Range in March Order during the Division Orders Phase [SR 3.0 II.C] of the 9 AM turn or later. These units may move up to 4 AM equivalents regardless of the number of AMs allotted to their division (*Exception* to [SR 5.28]). He does not check for Leader loss for this ability. This ability cannot be used in the same turn that Johnston uses any of the combat and command abilities listed above (including Direct Command). The brigades chosen may move up to the equivalent of three Activations without fatiguing—including moving off roads. Moving the equivalent of 4 Activations will increase Fatigue by one.

4.12 Corps Commanders

There are no Union corps commanders.

4.15 Command Range

Brigade and division leaders use 1 MP per hex for tracing command on Roads. Army and corps commanders use standard Leader movement costs (½ MP) for Command Range on roads (including Army Commanders Direct Command of brigades). All leaders use 1 MP for Farm Lanes. All Leaders trace command through Woods at 2 MP. This includes Field Boundaries if Movement would have cost them 1½ MP (i.e., when crossing a woods hexside [BB 9.44]). Use regular Leader movement cost for Command Range in all other terrain.

DESIGN NOTE: Command at Shiloh was difficult, with many units acting on their own. Moving through the woods was easier than keeping your command in order. Additionally, many leaders had not had time to create a proper staff.

4.2 Chain of Command

Union division leaders are considered In Command during the Division Orders Phase [SR 3.0 II.A] for purposes of Activation and Division Orders. Unless specified by a scenario, they do not need to be within Grant's Command Range. For in-range divisions, Grant can use his Initiative Rating like a corps commander's Efficiency Rating, i.e., he could increase the Efficiency of one division by one.

4.21 Cleburne is In Command during the Division Orders Phase if either Hindman or Hardee can trace command to him. If Hindman is killed, all brigades use Hardee to trace command (like the Reserve Corps).

HISTORICAL NOTE: Hardee created a two-brigade division for Hindman out of his three brigades the night before the battle. Even though he did not specifically place Cleburne under this command structure, there is evidence that Cleburne followed orders from both.

DESIGN NOTE: Counters for Cleburne and his units have a dash where the division number would be.

Units assigned directly to a division are considered In Command when in range of their division leader during the Division Orders Phase.

4.24 Unbrigaded Units

The Union has divisional cavalry units that are not part of any brigade. Unbrigaded cavalry units assigned to divisions activate as if they were a separate brigade. The Union player can assign unbrigaded cavalry units to any brigade of that division when the unit is in Command Range of both the division leader and the brigade leader during the Division Orders Phase. They activate under the orders for that brigade. Cavalry units attached to the division can change Orders individually in the Division Orders Phase if in Command Range of the division leader. Cavalry is not included in calculations for Combat Brigade Effectiveness (for any brigade).

Unbrigaded 6th Division infantry regiments (15th Iowa, 16th Iowa, and 23rd Missouri) activate with the Unassigned [BB 4.25] but have movement limitations (see unit placement and reinforcement list). They may be attached to any brigade (of any division of either Union army) after meeting the obligations of their special rules. They may not change orders until attached. They may not attach to a brigade until within the range of the brigade commander during the Division Orders Phase.

Confederate divisional cavalry activate with their division's AM like separate brigades. They may be assigned Orders individually if within Command Range of their division leader during the Division Orders Phase. The division leader must be able to trace command to his corps commander [SR 3.0 II.D].

All unbrigaded units start under Advance orders unless denoted otherwise in a scenario.

4.25 Unassigned Units

The Union Unassigned artillery (Army of the Tennessee assets) activates with the Unassigned AM. Unassigned units have a maximum number of 3 AMs and they cannot receive Grant's Efficiency modifier.

The unassigned 15th Michigan's April 6th movement restriction is detailed in the unit placement/reinforcement list. It may be assigned to any AoT brigade when the restriction ends. It may not change orders until the first Activation in which it is within its brigadier's Command Range. Until assigned, it moves with the Unassigned AM.

Confederate unassigned artillery and cavalry activate with the Unassigned AM. They have a maximum of 3 AMs and they cannot receive Beauregard's Efficiency modifier. If within Command Range, up to two cavalry units may be attached to any division or the Reserve Corps during the Determine Chain

of Command Phase [SR 3.0 II.A] in addition to the formation's constituent cavalry. If attached, they may be placed under Orders by individual unit if In Command during the Division Orders Phase [SR 3.0 II.C] (i.e., not all are required to be under the same orders). They may not be assigned to individual brigades.

The unassigned Confederate 47th Tennessee regiment (second day reinforcement) moves with the Unassigned AM until assigned to any brigade of the Army of the Mississippi when within range of the brigadier of that brigade. Once assigned, the 47th Tennessee remains with that brigade and is considered a part of the brigade when BCE is next checked.

Unassigned units are always under Advance Orders.

4.32 Artillery

Most of the Union artillery is directly assigned to a division. Divisional artillery activates like a separate brigade when that division is activated. Individual brigades can have a single battery attached (of that division) in the Division Orders Phase [SR 3.0 II.A]. Artillery directly assigned to a division traces command to the division leader.

Most Confederate artillery is directly assigned to a brigade. The AoM's two unassigned batteries may be assigned to divisions or to brigades [SR 4.32]. No brigade can have more than two batteries—unless starting the battle with more (e.g., Cleburne's Brigade). Beginning with the 12 Noon April 6th turn up to ten batteries can be assigned directly to a division leader during the Division Orders Phase [SR 3.0 II.A] if the division leader is In Command. Denote their attachment with the counters provided. When artillery is assigned directly to a division, activate the batteries as if they were a separate brigade, with Command traced directly to the division leader. Batteries assigned to a division leader can be reassigned to their original commands only.

Artillery assigned to a division may change orders only during the Division Orders Phase, if otherwise eligible. The artillery is treated as a single brigade (i.e., two or more batteries assigned to a division may not be given separate orders).

4.33 No attachments of artillery or cavalry to brigades can be made by either side until 9 AM April 6th.

5.0 The Activation System

5.2 Efficiency

Efficiency Markers for the Union are drawn for each division.

5.26 In the first day scenarios, Stuart's brigade (Sherman's division) is limited to a maximum of two Activations regardless of the number of Sherman's AMs, unless In Command during the Division Orders Phase. Stuart's brigade can be attached to any Union division during the Division Orders Phase [SR 3.0 II.C] on the 10 AM turn or later, if in range of the division leader. Once attached, Stuart may not reattach to any other division except Sherman's.

5.34 Breckinridge Coordination Modifier.

Breckinridge, commander of the Reserve Corps, uses his Efficiency Rating (0) as his Brigade Coordination modifier.

5.4 Efficiency Transfer

Efficiency Transfer is not used.

6.0 The Orders System

6.22 Bragg's Change Order Limitation

Bragg and his division leaders can only positively affect a Brigade Orders Change roll if attempting to change to Attack Orders. This effect lasts until the end of the 6 pm turn of first day scenarios.

If Bragg is KIA the effects of this rule end immediately (i.e., the replacement commander and division leaders may positively affect any Change Orders roll normally).

9.0 Movement

9.22 March Movement

No Confederate units may be placed in March Orders until 9 AM on April 6th. No Federal units may be placed in March Orders until 10 AM. Units may be placed in March Mode normally for the remainder of the game (except the turn of their arrival for off-map reinforcements). **Exception:** Reserve Corps units that were unable to enter the map on the 8 AM turn may enter at 9 AM under March Orders.

If playing an April 5th scenario, the same limits and times are used.

9.4 Terrain and Movement

9.43 Roads and Farm Lanes

Roads: Units moving along Roads ignore the movement costs for changing elevation, Woods, Marsh (**Exception:** see Shiloh Branch bridge), Thickets, Sloping Ground, Gullies, and for crossing a stream, and are not subject to Disorder from terrain.

Farm Lanes: Units moving along Farm Lanes use the series Trail rules and are not subject to Disorder from terrain. Farm Lane rate of movement is one-half the non-trail rate for entering the hex (*this includes both in-hex terrain and hex-side costs*).

PLAY NOTE: Farm Lanes frequently wiggle from one hex to another in difficult terrain. This is intentional.

Exceptions:

- Artillery moving on Farm Lanes through Marsh of any type use the cavalry movement cost of the hex (un-halved) and Disorder. To move out of the hex, the artillery unit must rally. A currently Disordered artillery that fails the UDD stays Disordered and loses 1 SP. Consider the carriages broken or stuck in the mud. This occurs in every hex entered.
- Artillery using Farm Lanes to cross a Steep Slope use the cavalry cost of that hexside (un-halved), and automatically Disorder. An already Disordered artillery unit loses 1 SP.

9.44 Terrain Elevation Level and Terrain Effects

The elevation of a hex is that found in the center point of the hex and covering the majority or plurality of the hex area. Additional terrain effects and movement costs are listed on the Terrain Effects Chart.

Rivers, Lakes, Creeks, Runs and Streams:

Watercourses influence movement when that hexside is crossed (see the Terrain Effects Chart). Runs and small Ponds (Water Oaks and Bloody) do not affect play. Streams and a bridge are “in hex” for the three Marsh-Stream hexes located on Shiloh Branch (hexes S2410, S2509, and S2610). Their movement cost is part of the hex cost. All other Streams conform to hexsides. Fords over Creeks are denoted on the map. Assume a ford where a Farm Lane crosses a stream. No unit may cross any Creek except at a ford or bridge. No land unit may cross a full River or full Lake (solid blue) hexside but may enter partial land hexes that contain River or Lakes without effect. Tinted blue grey hexsides bordering River, Lake, Creek, and some partial land hexes are impassable.

PLAY NOTE: Creeks and streams have a “naturalistic” look and don’t always follow the hexside perfectly. Assume they flow along the hexside closest to them for all game purposes.

Woods:

All land hexes are wooded unless it is a Field hex or Field Boundary hex. Woods only block LOS after the second hex, i.e., LOS extends through a single Woods hex with a –1 DRM for fire—not cumulative with the DRM for being in a Woods or Field Boundary hex. Woods are considered one level higher than the base terrain of the hex they occupy.

DESIGN NOTE: Yes, the trees were higher than 20 feet, but the foliage was sparse.

Treat Woods hexsides as Steep Slopes for LOS purposes. While Woods give no benefit for shock, round off in favor of the defender [SR 11.43], not the attacker.

The Shadow Exception [SR 10.24] does not include Woods. It does include Marsh, Sloping Woods, and Thickets.

Fields:

Fields are clear with no woods or boundary (dotted) line. They are considered clear terrain in all respects.

DESIGN NOTE: These fields had a myriad of crops, but not enough to limit LOS or movement.

Field Boundaries:

Field Boundaries have a boundary (dotted) line and may have some woods outside that line. They are considered the same as Woods hexes for LOS, Shock, and Fire Combat purposes.

Exception: Ignore a Field Boundary Hex for LOS if the Line of Fire runs along a hexside between it and a Field hex. For movement, they are treated like Fields if moving from a Field hex or a Field Boundary of the same field. If moving from Woods or a different field’s Field Boundary, they are treated

like Woods. For changing facing, Field Boundaries are treated like Field hexes.

PLAY NOTE: Small slices of hexes with the boundary dotted line count as Field Boundary hexes. Hex borders and vertices do not. If it is questionable, it is not a Field Boundary.

If any boundary line encroaches on a Marsh hex, it is considered Marsh (e.g., one hex north of John Rea’s house in Rea Field).

Slopes:

Gradual Slopes are hexsides that have one contour line. Minor Slope hexsides have two contour lines, and Steep Slope hexsides have three or more contour lines [SR 10.23]. The number of contours is determined by the number of lines crossed when tracing from the center of one hex to the center of an adjacent hex.

Thickets:

Thickets are wooded areas with dense undergrowth that impede both movement and combat. While there were probably more Thickets than those shown on the map, they have been kept to locales where they were specifically mentioned as detriments to the fighting. Thickets block LOS normally (i.e., unlike Wood hexes, the first Thicket hex blocks). They are one level higher than the base terrain. Thickets carry a –1 DRM to Shock and Fire both out of and into the hex. When Shocking from one Thicket hex to another Thicket hex, players should only count a single –1 DRM, not –2. Fire DRMs from a Thicket into a Thicket are cumulative (i.e., there would be a –2 DRM for Fire).

Orchards:

Orchards do not block LOS and have no effect on play. They are there purely for historical purposes.

Ridges and Gullies:

A Ridge is a hexside at a higher elevation than the two adjoining hexes, and a Gully is a hexside at a lower elevation than the two adjoining hexes. A Ridge can block LOS [BB 10.24], while a Gully does not affect LOS. A Ridge does not block LOS for two adjacent units (i.e., two units on opposite sides of the same ridge hexside). However, they have LOS no further than that across the hexside. See the terrain chart for the cost of moving across a Ridge or Gully; however, if either Ridge or Gully have more than two contour lines, treat each side of the hexside as the appropriate slope.

EXAMPLE: A cavalry unit crossing a Ridge with three lines, two going up on the closer side and one going down on the far side, would pay +2 for going up a minor slope and no additional MPs for going down a gradual slope.

Artillery crossing a Gully or Ridge with three lines automatically Disorders (unless on a Road or Farm Lane). If already Disordered, the artillery loses 1 SP. If the total number of contours exceeds three, artillery movement across is prohibited.

There is a penalty for Shock across a Gully or Ridge. The penalty for Shock across a Ridge is always –1 DRM. The penalty for a Gully is equal to the number of contour lines the attacker would ascend were it moving into the defender’s hex from the bottom of the Gully, with a maximum of –3 DRM.

Gullies and Ridges are never in hex, only on hexsides. If the Gully or Ridge graphic does not cover the entire hexside, the hexside is not considered a Ridge or Gully.

Sloping Ground:

Sloping Ground represents uneven terrain. When moving through a Gully, Minor or Steep slope hexside (two or more contour lines) into a Sloping Ground hex, the movement costs for the Sloping Ground are ignored (e.g., if moving from the same level hex or through one contour line you would pay for the sloping hex cost). Wooded Sloping Ground hexes are one level higher than the base terrain and block LOS normally, i.e., unlike Woods hexes, the first hex blocks.

Marsh and Marsh-Stream:

Not only were there low-lying swamps and marshes in the Pittsburg Landing area, but the previous month had also been one of the rainiest in years, with torrential rains in the days before the battle (the River Road Bridge over Snake Creek had been covered with floodwaters a day or two before the battle). Many areas that flooded are marked as Marsh that would have been wooded ground in dryer weather. Marsh is a flooded mixture of dense woods and undergrowth. The woods are one level higher than the base terrain. Marsh hexes block LOS normally, i.e., unlike Woods hexes, the first hex blocks).

The three Marsh-Stream hexes (S2410, S2509 and S2610) are recognizable as the only hexes having two streams running through the middle and are treated the same as Marsh except that the streams are “in-hex” with the movement cost of the stream built into the hex cost. These hexes are an exception to streams running along hexsides.

In addition to the costs of entering these hexes, units attempting to leave either type of hex via movement or Advance must UDD. If a good order unit fails, it is Disordered in the hex it moved into.

PLAY NOTE: This allows Attack Order units in good order to move adjacent to an enemy unit.

If already Disordered, failing the UDD requires the unit to remain in place, finished for the Activation. All units (Good Order or Disordered) stacked with their brigade or division leader in either type of hex at the start of their movement or advance may move/advance out of the Marsh hex into a non-Marsh hex without a UDD. Leaders may use this ability once per Activation; however, if the leader has not yet moved, he is free to do so and potentially rally a different unit or affect a combat. Disordered units cannot use this leader ability to move adjacent to enemy units.

EXAMPLE 1: Cleburne, starting his movement stacked with the 2nd and 35th Tennessee regiments in a Marsh hex, would allow both regiments to move out of the hex into a non-Marsh hex without rolling. Cleburne could then move and affect other units normally.

EXAMPLE 2: Wood, in his brigade's Activation, moves into a Marsh hex containing the 8th Arkansas, allowing the regiment to leave without rolling. Wood is done for the Activation.

A unit that retreats or Reaction Moves into a Marsh hex automatically Disorders. There is no additional effect if already Disordered.

If moving or advancing directly from one Marsh hex to another, there is only one UDD required for both entering and leaving. Leaders cannot use their ability above to help a unit move or advance directly from one Marsh hex to another Marsh hex.

Any unit changing its facing in Marsh must UDD. Attack order units treat facing changes in these hexes the same as woods for MP expenditure. Good order units failing the UDD are finished for the Activation (after the facing change). An already Disordered unit that fails cannot change facing.

EXAMPLE: The 35th Tennessee regiment enters a Marsh hex and becomes Disordered after the required UDD. Attempting to change facing, it rolls a UDD against its Disordered Cohesion and fails. It does not change facing and is done for the Activation. There is no other effect.

Extended units (line or column) entering a Marsh/Marsh-Stream hex with either the unit or extension and not using a road or farm lane automatically retract into the Marsh hex, Disorder, and stop movement. If both parts of the Extended unit entered a Marsh hex at the same time, the retraction hex is player choice. The required retraction does not trigger Withdrawal Fire.

All Marsh hexes carry a -1 DRM for Fire and Shock out of the hex as well as Fire and Shock into the hex. These DRMs are cumulative (i.e., Fire or Shock from one Marsh hex to another Marsh hex would have a -2 DRM).

At the start of any first day scenario beginning at 8 AM or earlier, the road and in-hex bridge over Shiloh Branch (S2610) are not usable by units or leaders of either side (including tracing command) until there are no Union units within four (three intervening) hexes of the hex at the start of an Activation. Once this condition is met, treat the road normally, even if Union units subsequently move closer than the limit above.

Union Camps and HQ:

Union Camps and HQs do not affect movement or fire in any way. HQs are there for historical interest only. Union Camps may be used for Ammo Recovery [BB 10.92] and figure in Looting [BB 18.1].

9.54 Withdrawal Movement

A unit that withdraws into a hex that would cost 2 MP or more to enter UDDs as it enters each hex, with a +1 DRM for each full MP in excess of 1 MP.

EXAMPLE 1: A Woods hex (1½ MP), by itself, would not cause an infantry unit using Withdrawal Movement to UDD; crossing a stream into a Woods hex (2½ MP) would require a UDD with a +1 modifier.

EXAMPLE 2: An artillery unit withdrawing into a Woods hex would UDD with a +2.

An already Disordered unit failing the UDD for either hex is limited to the first Withdrawal Movement hex.

9.7 Reinforcements

All reinforcements enter the map in Advance Mode and have a designated number of AMs. Reinforcements entering at Pittsburg Landing's two hexes (N6420/6423) or Corinth Road (S1234) may elect to defer arrival until the end of all Activations with the designated AM amount to avoid congestion with friendly units. No chit pull is necessary if that option is taken at the beginning of a turn.

If the turn allows and Chain of Command permits, they may be placed under March Orders at the beginning of the next turn. If their entry hex is adjacent to an enemy unit, they may enter at the closest hex on either side of the entry hex (if otherwise able to move there as impassable terrain could prevent it). This can be extended as far as needed to allow units to enter. This option is not available for Pittsburg Landing hexes. Units arriving at Pittsburg Landing hexes treat the landing hex the same as a unit entering from off map but pay an extra MP for disembarking (first stack pays 2 MP, second stack pays 3 MP, etc.).

Series Rule Exception [SR 9.72]: Confederate infantry units (not cavalry or artillery) may enter the Pittsburg Landing's two entry hexes and, while occupying them, prevent any reinforcements from arriving in those hexes.

10.0 Fire Combat

10.24 Canopy of Trees

(Change from Series Rules) A Woods Canopy is assumed to exist whenever LOS is traced through a Woods or Field Boundary hex of lower base elevation than an adjacent target/firing hex, provided the latter is also Woods or Field Boundary. Treat firing through the Woods Canopy the same as firing through a Woods hex. A single hex *cannot* count more than once (Woods, Field Boundary, or Canopy) for a single specific LOS.

10.5 Prepared Fire

10.51 Prepared Fire range

All units capable of Prepared Fire have a range of one hex. **Optional:** Pistols and Shotguns, while not capable of Prepared fire, do receive a +1 DRM for Pre-shock Reaction Fire when they are the target of a Shock/Charge.

10.6 Artillery Fire

10.67 Artillery Range Issues

- **Artillery and High Ground.** Artillery may not fire into an adjacent hex if it is three or more elevation levels higher or lower than the firing hex. **Exception:** When being assaulted from that hex, artillery may fire during the Pre-shock Reaction Fire [SR 11.38] with a -2 modification and cannot use Rapid Fire.
- **Artillery Restricted LOS Fire (Optional).** Phasing artillery firing both at 4 or more hexes and higher than the base elevation of any hexes in the LOS between the unit and the target can ignore both Woods and Field Boundary hexes in determining LOS for fire. Marsh, Thickets, and Wooded Sloping hexes still block (if they would block under standard

LOS rules) and are not ignored. Artillery either targeted by this fire or capable of Return Fire because of adjacency to the target may return fire if it can meet the parameters for Restricted LOS fire and facing and range allow. Artillery using Restricted LOS Fire, in addition to any other modifiers (including firing through Woods or Boundary hexes and Canopy fire), has a DRM of -1 for fire at 4 hexes, a -2 DRM at 5-6 hexes, a -3 DRM at 7-8 hexes and a -4 DRM at 9-10 hexes. The maximum range for Restricted LOS Fire is 10 hexes.

PLAY NOTE: While adding realism, this can be a difficult rule for those whose spatial reasoning is challenged. The game will play fine without it.

If there are friendly units adjacent to the target hex, all must UDD regardless of the effect of the fire on the enemy unit. Treat a 2nd Disorder as a Disorder from fire. This is in addition to the restrictions of Series Rule 10.26.

DESIGN NOTE: Artillery with an obscured LOS typically would not fire at enemy troops at a distance if there were friendly troops near the target. This rule ensures the player will feel the same way.

Artillery's capability for Restricted LOS fire does not replace or change the LOS restrictions for any other rules, e.g., Reserve, etc.

10.9 Ammo Depletion and Resupply

Ammo Supply [SR 10.9] is not optional in this game.

10.91 Ammo Depletion

A player may, at their option, fire infantry without a -2 DRM when at Low Ammo. When using this option, the unit automatically Ammo Depletes afterwards. A unit splitting fire completes both fires before depleting.

10.92 Ammo Resupply

- Ammo Resupply is automatic for artillery—no Resupply Roll required. Artillery may only recover ammo if:
 - ◇ on or within one hex of a Road,
 - ◇ or on a Farm Lane.
- Small Arms require a Resupply Roll. In addition, they may only recover ammo if:
 - ◇ on or within two hexes of a Road,
 - ◇ on or within one hex of a Farm Lane,
 - ◇ or in an infantry Camp Hex (first day only of any scenario starting on April 5th or 6th).
- Small Arms must roll for Ammo Resupply, with a DR of 4 or less resupplying the unit. If a Small Arms unit is on a Road, there is a DRM of -2. If the unit is on a Farm Lane, the DRM is -1.
- All attempts to Ammo Resupply other than Camp Resupply must be able to trace a valid supply line. The Road or Farm Lane hexes used for Resupply must be able to trace a supply line to their supply source—Pittsburg Landing for the Union, and the intersection of Bark Road and Corinth Road for the Confederates. A supply line can be of any length following

Farm Lanes and Roads. However, a supply line, once on a Road, cannot leave the road (the tracing of a supply line on a Farm Lane may cross a road without issue). Supply lines cannot be traced through enemy units or their adjacent hexes unless the hex is occupied by a friendly unit. The potentially blocking units must be in Command Range of their immediate commander. Assess their command status at the moment of Ammo Resupply. Unassigned cavalry cannot block supply. The supply line begins at the trail or road hex that the unit is using for supply.

DESIGN NOTE: Historically, ammo resupply was an issue for many troops on both sides, and especially for those away from the roads. Without introducing supply wagons, these rules simulate those problems.

- Any Small Arms unit (Union or Confederate) may attempt to Ammo Resupply if in an infantry Camp (not cavalry or artillery) with a DR of 2 or less succeeding. This may be rolled for *in addition* to a regular attempt at Ammo Resupply. No line of supply is needed. This is limited to the first day of any scenario starting on April 5th or 6th.
- Units adjacent to an enemy unit are not eligible for Ammo Resupply.
- Union units have a +3 DRM for Ammo Resupply until the end of the 10 AM turn of any first day scenario. This does not apply to rolls for Resupply from a Camp hex.
- Mounted cavalry does not ammo deplete.
- Units in Reserve or units that meet the requirements of SR13.45 for Rally or Fatigue reduction automatically Ammo Resupply in the Replacement/Recovery Phase. There is no roll required. This is in addition to the Rally and/or Fatigue Reduction. All units must still be able to trace a valid supply line.
- Ammo Resupply rolls are not affected by UDD modifiers (i.e., Disorder, Fatigue, and Leaders do not affect these rolls).

12.0 Combat Results

12.35 Rout Check from Fire

Until the end of the 10 AM turn of any first day scenario, Union infantry units (not artillery or cavalry) that suffer a 2nd Disorder from small arms fire (including artillery fire at three or less hexes) must UDD after any required retreat. A failed roll results in Rout; otherwise, there is no effect. Units that lose an SP while Collapsed check for Rout only once, not twice. This is in effect for the April 5th and April 6th scenarios on the first day, respectively. Mistaken Fire [BB 18.0] never causes a check for Rout.

12.45 Artillery Retreat and Reaction Move

Artillery may retreat or Reaction Move into or through Woods. Artillery cannot retreat or Reaction move into a hex costing more than 3 MPs. If it cannot complete a retreat it is abandoned.

- When retreating into or through woods, roll a die when entering each hex and divide by three (rounding down); the unit loses that many guns.

EXAMPLE: Morton's Battery retreats through two woods hexes. Morton rolls 2 for the first hex (no loss) and rolls 9 for the second hex (3 SP lost).

- When using Reaction Move, there is a +2 DRM to the required UDD at the end of the move for each Woods hex entered.

EXAMPLE: Waterhouse's Battery Reaction Moves through two Woods hexes. At the end of the move, Waterhouse would UDD with a +4 DRM.

12.7 Leader Casualties

12.77 Albert Sidney Johnston is required to roll for leader loss from the 12 Noon turn through 6 PM of the first day scenarios. At the beginning of the Commander Movement Phase [SR 3.0 IV.A], roll for leader loss; if the roll is 0, he is killed. If he used any of his special abilities that require a loss roll during the turn, there is a -1 DRM. If he is so lucky as to survive past the 6 PM roll, he is no longer required to roll unless using one of his special abilities.

EXAMPLE: Johnston uses his special abilities in the 2 PM turn. A die roll of 0 or 1 would kill him.

12.78 (Optional) Those who are familiar with Shiloh recognize the tremendous leader losses that occurred. The Union forces that fought for most of the first day had a casualty/capture rate of 60% for the division and brigade commanders (not including Sherman's wounding). The Secessionist forces not only famously lost army commander A.S. Johnston, but additionally had one brigade that had both the original leader and two replacements killed or wounded, along with many others.

The following optional additions to SR 12.71 significantly increase the possibility of leader loss when in combat. If in agreement, players may choose to use either or both additions.

- Roll for each loss suffered in combat.

EXAMPLE: If a unit suffers a "2D" result, roll twice for the leader(s) in that hex. If the "D" caused an additional loss, the player would roll a third time.

- Leaders stacked with units either Shocking or defending against Shock make a single roll for Leader Loss. This roll occurs at the end of Step 6b of Shock Resolution in addition to any rolls required by Step Losses

13.0 Combat Effectiveness and Rally

13.4 Rally

13.42 Leaders, regardless of rank (number of stars), only modify a UDD/Rally die roll [SR 11.73] of any type by -1 DRM. Multiple leaders in the Command Chain may be used to cumulatively modify the roll for units stacked with them.

DESIGN NOTE: Both Union and Rebel units were, at times, challenging to rally, ignoring even Corps and Army Commanders. Read any description of Pittsburg Landing during the battle.

This does not change the Change Orders DRMs of division leaders and corps commanders.

13.45 (Addition) Units not assigned to a brigade (including artillery) that do not move, use phasing fire, or engage in any Shock (attack or defense) for one full turn may, during the Replacement/Recovery Phase [SR 3.0 IV.B] of that turn, either:

- Rally if Disordered, or
- Reduce Fatigue by one level [SR 17.42].

Exception: Myers Battery (4/AoT) cannot Rally except by passing its Rally die roll.

HISTORICAL NOTE: Myers and his men, while deploying near the Old Cotton Field, abandoned their guns when one of their caissons exploded from a Rebel shot. Myers left the field ignominiously and was not seen till Tuesday. He was later cashiered.

13.5 Recovery from Rout

The mechanism for Recovery is a little different than that in the Series Rules. Changes or added rules are below.

13.52 To have a Routed unit recover, the player undertakes a UDD for the unit using its Disordered side Cohesion Rating:

- If the roll is the same as or lower than the Cohesion Rating, it passes. Place the unit on its Disordered side within one hex of the brigade leader and reduce the unit by 1 SP. A natural roll of 0 always passes, regardless of modifications listed below.
- If the roll is higher than its Cohesion Rating, including a 9 or higher, it fails. The unit remains routed and loses 1 SP.

13.54 For a first day scenario (April 5th or 6th) all Union units have a +3 DRM to their Recovery rolls till 6 PM. Rebel units have a +1 until 6 PM. If playing an extended scenario, beginning at 7 PM and lasting throughout the rest of the game, the Army of the Tennessee has +1 DRM added to Rout Recovery rolls. Army of the Mississippi and Army of the Ohio units roll for Rout Recovery normally.

13.55 A single unbrigaded or unassigned unit may attempt Recovery with each brigade that is in Reserve for a full turn [SR 6.3]. Place the Recovered unit within one hex of the brigade leader.

14.0 Special Units

14.1 Green Units

Many of the regiments at Shiloh had never been in battle. They are indicated by a “G” next to their Cohesion Rating. They remain Green throughout the battle. Green units must make a special Pre-Shock Commitment Check when Shock Attacking [SR 11.36]. In addition, in any scenario starting on the 5th or 6th, they must UDD whenever they Retreat before Shock [SR 11.33]. This is not in effect on the second day of any scenario. **Series Rule Exception [SR 10.81, 14.1]:** They do not have any negative fire modifier.

14.2 Dismounted Cavalry

There are no dismounted cavalry in this game.

14.4 Detachments

Detachments from Peabody’s brigade are used in the “Shiloh: Bloody April” scenario starting at 0600. Place Detachments as listed in the unit setups. They use Prentiss’ AMs. Scenario 9, “The Critical Left Flank”, also uses a Detachment from Stuart’s brigade.

14.41 Detachments may not stack with any other unit, including another Detachment. They may freely move or retreat through friendly units and vice versa. There is no UDD for the units or Detachments moved or retreated through and there is no additional MP cost for movement through.

14.42 Detachments may be absorbed by an eligible unit at the end of the Replacement/Recovery Phase. At that time, if within three hexes of any eligible regiment of the brigade, the Detachment is removed and the SPs are added to the regiment. The three hexes cannot be traced through enemy units. Any regiment of their parent brigade that is under its original strength is eligible. A detachment may be partially absorbed (e.g., it has two SPs, but the eligible unit can absorb only one SP). If in range, the leftover SP can be absorbed by another eligible unit, otherwise it is lost. Absorbing a Disordered or Low/No Ammo Detachment does not change the status of the regiment.

14.43 Detachments have greater ease of movement, absorb fewer losses from enemy fire, and are limited in Fire and Shock.

- For movement, they use the Leader column on the Terrain Effects Chart. **Exception:** Roads are 1 MP.
- When an enemy unit moves to within two hexes, Detachments may Reaction move 1-2 hexes similarly to cavalry [SR 9.63]; however, there is no DRM for entering non-clear (non-Field) hexes.
- When firing, Detachments have a –1 DRM, cumulative with other applicable DRMs. They may not use Prepared Fire.
- When the target of enemy fire small arms fire, Detachments receive a –1 DRM, cumulative with other applicable DRMs.
- They may not voluntarily move adjacent to an enemy combat unit.
- They may not Shock Attack, regardless of the situation.
- If they are Shock Attacked, the attacker gains a +1 to his Shock Results DR.
- When Shock Attacked, neither the Detachments nor the attackers incur Fatigue.
- Detachments do not rout. Any rout result is treated as a SP loss and the unit is retreated 1-2 hexes.

14.44 Detachments are always under Advance Orders.

14.45 Detachments that start more than their movement allowance distant from any unit of their parent brigade during the Division Orders Phase [SR 3.0 II.C] are Out of Command, except for the 6 AM turn, in which they have a set number of AMs. Out of Command Detachments activate one fewer time than the division, with a minimum of one, like an Out of Command brigade.

14.46 Detachments must remain north of Row Sxx24 (inclusive). If forced to retreat south of Row Sxx24 they are considered lost and out of the game.

14.47 Peabody's Detachments must be re-absorbed by the end of the 8 AM Replacement/Recovery Phase. If the Detachments are not within range, or there is no eligible unit, the SPs are lost.

14.5 Special Cavalry Rules

14.51 Many of the Confederate Cavalry formations are very large. For these units, two counters represent the formation (denoted by "a" and "b" after their designation). These are considered separate units for all purposes.

14.52 In scenarios that start with the Union Army in camp, the 1st and 2nd Battalions of the 5 Ohio Cavalry and the 1st and 2nd Battalions of the 11 Illinois Cavalry start in violation of stacking limits in their Camp Hex. These four units must unstack on their first Activation.

14.53 All cavalry units are treated as Green for Shock (only) and must make the Pre-shock Commitment Check unless they are charging and have passed that check. They do not UDD for Retreat before Shock (unless, of course, they are already Disordered).

14.54 Unbrigaded and unassigned cavalry are affected by the -1 DRM for shocking without a brigadier.

14.55 Unless under Attack Orders, cavalry cannot end its move further than four hexes away from any friendly non-cavalry. Cavalry that starts an Activation further than four hexes away must move as directly and quickly as possible to place themselves within that range (it may take several Activations for reinforcing troops to reach friendly troops). This does not preclude cavalry from firing or shocking enemy units in the direct path (limits on Advance Order units shocking still apply). In addition, the cavalry may move to avoid enemy troops on the most direct path. The four hexes cannot be traced through enemy units, prohibited hexes, or prohibited hexsides.

PLAY NOTE: This is a design for effect rule to keep cavalry from behaving far more aggressively than they did historically.

14.6 Special Artillery Units

The Union Markgraf and Madison Batteries lacked either horses or proper transportation. Their counters have an asterisk in place of a movement allowance.

14.61 They may move one hex per Activation. This includes any facing changes. If they move (including changing facing more than one vertex), they may not fire. Neither unit can use Reaction movement or Retreat. If shocked and required to retreat they are considered Abandoned.

14.62 They must stay within the confines of Pittsburg Landing, on either Field or Field Boundary hexes.

14.7 Lexington and Tyler Gunboats

The Union had two gunboats that were present during much of the Battle of Shiloh. Other than their ability to keep everyone up all night, their effects were limited by the LOS afforded from the Tennessee River. However, they did discourage any

Confederate unit showing itself on the river bank and affected the last offensive effort of the Rebels along Dill Branch.

14.71 The *Lexington* and *Tyler* each have a counter designating their weapons type (a conglomeration of large bore weapons collectively listed as NG) along with their number of guns. They do not have a stated cohesion factor or movement allowance on the counters.

14.72 Gunboats use the Unassigned AMs to activate. If entering as a reinforcement, they come in on any full hex on the north end of the Tennessee River with a designated number of AMs for the turn of entry. Some scenarios may position them in a specific river hex or allow for player placement. Gunboats may only move into full river hexes but may stack with each other. Gunboats do not block LOS.

14.73 Gunboats can move an unlimited number of river hexes in a single Activation. However, if they move more than 20 hexes, they cannot fire. If the gunboats move 20 or less hexes, their fire has a -2 modifier. They fire normally if not moving in that Activation. They have a 360-degree LOS for fire (they may fire through any hexside).

14.74 Unlike other units, gunboats may fire through Marsh or Woods hexes on the two lowest terrain levels with a -1 modifier for each hex past the first one. While all gunboat fire was generally shot and shell, use the small arms table for fire at 1-3 hexes like other artillery. Any terrain higher than the lowest two levels blocks normally. An intervening hex of higher base terrain than the target hex's base terrain blocks LOS.

EXAMPLE: A gunboat firing into a Marsh hex from an adjacent river hex would fire with a -1 DRM (defensive benefit of target in Marsh hex). Firing into the next Marsh hex in the Line of Fire would incur a -2 DRM and into the third hex, a -3.

14.75 Gunboats do not suffer from Ammo Depletion.

14.76 Gunboats are not affected by any Small Arms fire. They may be targeted by artillery but are only affected by a "D" Disorder result. Use the normal range modifiers but use the Artillery table for all results (do not use the Small Arms table at 1-3 hexes) and players may combine all batteries stacked in a hex at any range. For fire purposes, the river hexes are considered the same height as the lowest ground level. The +1 DRM for artillery firing at lower terrain is still limited to ranges of four or more hexes.

The first Disorder has no effect on the gunboat; it continues to move and fire normally (flip the counter). The second "D" Disorder causes removal of the gunboat from the game (it has suffered damage requiring withdrawal). If the gunboats are stacked in the same hex when fired upon, the firing player must specify the target. Damage or Disorder to one gunboat does not affect the other. Gunboats may not Rally.

14.77 Like other artillery type units, gunboats may use Approach Fire and Return Fire; however, Return Fire is considered simultaneous for gunboats. Unlike other artillery type units, gunboats can freely move within three hexes of small arms units. Moving gunboats could be fired upon by enemy artillery if within Approach Fire range and LOS of those units. They do not have Reaction move capability.

14.78 Gunboats may not combine fire. However, if stacked, both gunboats may fire their guns (i.e., there is no limit on the number of guns firing out of the hex or hexside).

14.79 During each Night and Dawn Turn each Union Gunboat may use a special Indirect Fire two times the first time it is activated for that turn. Each fire must target a different CSA brigade currently in Reserve status and at least five hexes from the nearest Union unit. A natural roll of 8 or 9 prevents that brigade from recovering stragglers for that turn. A roll of a natural 0 and the Gunboat has run out of ammo and is removed from the game (exception to BB 14.75). Any other roll has no effect.

15.0 Engineering

15.2 Constructing Breastworks

The construction of breastworks is not allowed.

17.0 Fatigue

Fatigue is not optional. Unassigned/unbrigaded units track Fatigue individually. If assigned to a brigade with a different Fatigue level, the highest Fatigue level (unit or brigade) is used for all.

18.0 Battle Events

Shiloh is a unique battle, a crossover combining the devastation and ferocity of later Civil War battles with the untested leadership and poorly trained troops of the early war. The Battle Events are meant to bring some of the specific issues of Shiloh to the game table without guaranteeing their effects or straight jacketing the players.

18.1 Battle Event chits are placed in the AM Pool during the AM Pool Placement Phase [SR 3.0 III.B] when instructed by the scenario.

When a Battle Event is drawn, either player rolls two different colored dice, designating one as the ten die. Reference the resulting DR on the Battle Events Chart and implement one of the following possible results.

- **CSA or USA Mistaken Fire** - the player designated by the Battle Events Chart selects as the firing unit an enemy infantry unit within three hexes of a friendly unit but not adjacent. He then chooses another enemy infantry unit as the target. The unit chosen to fire must have a LOS to the target, and the target must be within the firing unit's fire arc. Treat the shot normally except that SP losses are treated as an Automatic Disorder. Ignore any additional d or D that goes with the SP loss (e.g., 1d+2 is treated like a result of D). If Disordered before the Mistaken Fire, an additional Disorder requires the unit to retreat 1-2 hexes. The unit firing is not affected by rolls requiring Ammo Depletion. No target unit can be chosen more than once a turn. Mistaken Fires never require checking for rout under special rule BB 12.35. If firing at a hex with multiple units, Mistaken Fire only affects the top infantry unit. Ignore artillery stacked above it. A Disorder

result does not require any of the other stacked unit(s) to UDD. Any units retreated through UDD normally.

- **No Fire** - the Confederate player, in any subsequent Activation this turn, may avoid either Approach Fire, Return Fire, or Union Phasing infantry fire from one unit. In the case of Phasing Fire the range must be two or more hexes. After Fire is announced by a Union unit, but before the die roll, the CSA player announces he will use the chit to avoid fire. The Rebel player holds this chit as a reminder until played. When played, the Union unit is still considered to have fired that type of fire for the Activation (but does not check for Ammo Depletion). If split fire is used, only the designated SPs are considered to have fired. If not played before the end of the turn, return it to the AM Pool in the next AM Pool Placement Phase [SR 3.0 III.B] if it is eligible to be used in that turn.
- **Looting** - The Union player selects any Confederate unit at least three hexes away from any Union unit and within three hexes of a Union Camp and immediately places the unit in the Camp hex (stacking permitting). Facing is determined by the Confederate player. The Union Camp must be at least four hexes from any Union units. There is no expenditure of MPs. The Confederate unit immediately Disorders. If an already Disordered unit is chosen, they cannot attempt to rally in their next Activation (denote on paper or place a counter on top as a reminder). If an extended unit is chosen it freely retracts and only the parent unit is placed in the Camp.

If there are no eligible units for Mistaken Fire or Looting, the Battle Event chit roll is considered No Effect. Looting and Mistaken Fire are not considered Activations, nor do they count towards Fatigue.

The number of Battle Event chits used is listed in each scenario.

19.0 Random Events (Optional)

Starting at 8 AM, place the Random Events AM in the AM Pool along with the rest of the AMs at the beginning of every day turn. When the Random Events AM is drawn, roll one die. On a roll of 0-3 it is a USA event. On a roll of 4-7 it is a CSA event. On a roll of 8 or 9 there is No Event. If there is an Event, roll again and consult the Random Events Chart. If the Random Events AM is the last drawn there is No Event for this turn. If there is no eligible unit for the Random Event, treat as No Event.

Die	Result
0	I am Hit!
1	Bold Batteries
2	We are Lost!
3	Join Us!
4	Rally Boys!
5	Fire at Will!
6	Good Shot!
7	Union No Fire
8	Seeing the Elephant
9	Gather Ammo from the Wounded!

Results Explanation

0. **I am Hit!:** Pick an opposing leader within five hexes of your units, roll again. On a roll of 1 or less, he has been killed. Apply a -2 DRM to the roll if the selected leader is within two hexes and LOS of your units. Apply a -4 DRM if the selected leader is adjacent to your unit. If selecting A.S. Johnston, there is no Johnston Death roll in the Commander Movement Phase of this turn. Treat this as No Event if using the optional Leader Loss rules.
1. **Bold Batteries:** One or two batteries may fire at 4+ hexes. If firing with two batteries, they must be stacked together. Targets may return fire if possible.
2. **We are Lost!:** Move two enemy units not more than two hexes. Units may not start or end adjacent to your friendly units. This is not considered an Activation and does not cause Fatigue. Retain original facing.
3. **Join Us!:** Add 1 SP to two different infantry units of choice. No unit may be increased beyond its printed strength.
4. **Rally Boys!:** Rally two Disordered infantry units. They cannot be from the same brigade.
5. **Fire at Will!:** Player may fire an individual infantry unit (if extended, both hexes may fire if target is in LOS of each); there is no Return Fire.
6. **Good Shot!:** Pick an enemy artillery within LOS or Restricted LOS of your artillery. Its caissons have taken a hit. Lower its Ammo Supply by one level (Full to Low or Low to No Ammo). The unit must UDD with a +2 DRM for possible Disorder. If the unit fails and is already Disordered, treat as a gun loss.
7. **Union No Fire:** Treat the same as No Fire Battle Event except that the Union receives the benefit. Retain the Random Events marker as a reminder until used or end of turn. This occurs on either a USA or CSA event roll.
8. **Seeing the Elephant:** Pick a good order opposing infantry unit with no losses within three hexes and LOS of your units. It must UDD with a +2 DRM (no other modifiers). If it fails, Disorder the unit and eliminate 1 SP for every 6 SP rounded up.
EXAMPLE: A 7 SP unit would lose 2 SP.
9. **Gather Ammo from the Wounded:** Ammo Resupply two infantry units one level. This can be done even if the units are adjacent to the enemy.



30.0 Standard Instructions for All Scenarios

PLEASE READ BEFORE STARTING ANY SCENARIO!

Unless otherwise specified, the Efficiency Pools for all scenarios are the same as the “Shiloh: Bloody April, The Battle for Pittsburg Landing” scenario [BB 30.1].

For the first turn of any scenario, determine Command status for all units normally unless the scenario specifies otherwise.

The number of Battle Event chits added to the AM Pool is listed for each specific scenario. Effects of the Battle Events are universal to all scenarios and depend on time and day. See Battle Events Chart for details.

Commands assigned specific orders at the start of a scenario may not change them during the initial Division Orders Phase [SR 3.0 II.C].

PLAY NOTE: This is always the case in GBACW and is stated here only to allay any lingering doubt.

Collapsed units set up on their Disordered side.

PLAY NOTE: Again, this is always the case in GBACW.

Unless otherwise stated in the above rules or in the scenario special rules, at the start of a scenario:

- All units may be faced and brigades assigned orders as the player desires.
- Unbrigaded units may be assigned to brigades.
- Army assets assigned to divisions may be assigned orders.
- Both unbrigaded and unassigned units start under Advance orders.

See also BB 4.33 and 9.22.

Modification to UDDs for first day scenarios

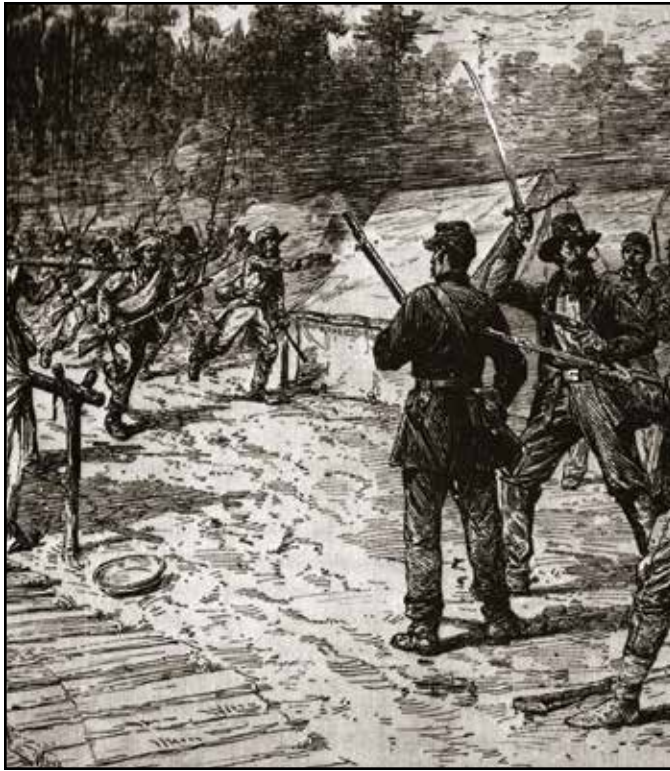
Union units add +1 to all UDDs, Rally rolls, Pre-Shock Cohesion Checks, Rout Checks, and Green Commitment Checks until the end of the 9 AM turn for any first day scenario unless specified otherwise in the scenario, i.e., all rolls checking cohesion are modified.

The Alert Schedule and modifications to Activation Efficiency Determination [SR 3.0 II.B]

For three game turns (6 AM – 8 AM) of the “Shiloh: Bloody April” scenario, the Efficiencies for some Union commands are determined by a special Activation system to simulate the surprise of the Confederate attack on the Army of the Tennessee. See the Alert Schedule / Roar of Battle for details. After being alerted, a command draws Efficiency the next turn. From 9 AM onward, all commands draw normally. The April 5th Scenario (#10) also uses an Alert system as detailed in its specific rules.

In some scenarios, Alerted Commands will have specific objectives toward which they must move. See Roar of Battle Chart or scenario for details.

Smaller scenarios may use a variation of the Alert Schedule.



30.1

Shiloh: Bloody April The Battle for Pittsburg Landing

"Tonight, we will water our horses in the Tennessee River."

~ Albert Sidney Johnston

Scenario 1 - Historical April 6th Battle - Introduction

After the captures of Forts Henry and Donelson and the Confederate retreat from middle Tennessee, Union theatre commander Henry Halleck cautiously looked to move Federal forces along the Tennessee River to threaten northern Mississippi: specifically, the small but important town of Corinth. Two railways crossed there and to capture it would be a heavy blow to the Confederates.

While Union gunboats could travel up and down the river with near impunity, heavy rains limited travel on the roads of Tennessee and northern Mississippi. Grant, previously removed but now restored to army command, had ordered the Army of the Tennessee to camp at one of the few landings high enough to be militarily useful. There he awaited the arrival of Buell's Army of the Ohio and dry weather to continue the campaign.

Albert Sidney Johnston, overall southern commander, was determined to attack the Union army before Buell could arrive, no matter the odds. Striking out from Corinth, the Army of the Mississippi hoped to catch the Federals by surprise. The struggle for Pittsburg Landing was about to commence.

Specific Rules

Unless modified below, all Series rules and *ITW* BB special rules are in effect.

- Peabody's Detachments are used [BB 14.4].
- All Union units except for Peabody's Brigade and its Detachments are in Reserve at the start of this scenario. Commands leave Reserve status and become Alerted either Involuntarily [SR 6.34] or Voluntarily using the Historical Alert schedule.

HISTORICAL NOTE: Union troops, while operationally surprised, were not stabbed in their tents while sleeping or assaulted before forming cohesive lines. This is not the same level of surprise that affected the Union Army at Cedar Creek. Most of the issue came from overconfident leaders not listening to their lower-level officers and pickets.

- Use the Alert Schedule for the Historical April 6th battle to determine the number of Activations for Union commands through the 8 AM turn. Use the Roar of Battle rules to determine Defensive Missions for the brigades of the 1/T, 2/T, and 4/T divisions. The Alert Schedule and Roar of Battle rules appear on the same Player Aid Card.
- All on map Confederate units have 3 AMs in the 6 AM turn. The number of AMs cannot be increased.
- All Confederate units are considered In Command for the 6 AM turn.
- Confederate units do not incur Fatigue for up to 3 Activations in the first two turns (6 and 7 AM). However, Fatigue for shock is accrued normally. There is no Fatigue accrued when shocking Detachments.
- March Orders are not allowed until 9 AM for the Confederate and 10 AM for the Union.
- The Continuous Line rule (see next page) is in effect for the first two Activations of the 6 AM turn.
- Union units add +1 to all UDDs, Rally rolls, Pre-Shock Cohesion Checks, Rout Checks, and Green Commitment Checks until the end of the 9 AM turn; i.e., all rolls checking the Cohesion Rating are modified [BB 30.0].
- Union Disordered infantry (not artillery or cavalry) units suffering 2nd Disorder from small arms fire have a special Rout Check until end of 10 AM turn [BB 12.35].
- Union units have a modified roll of +3 for Ammo Resupply until the end of the 10 AM turn. This does not affect ammo supply rolls for a camp [BB 10.92].
- The Battle Event chits are placed in the AM Pool at the beginning of the 8 AM through the 6 PM turn [BB 18.1].
- Stuart's brigade of Sherman's division is limited to 2 Activations until in Command Range [BB 5.26].
- For the 6 AM turn, no Confederate brigade may be placed in Attack Orders during the Division Orders Phase [SR 3.0 II.C]. They may roll for Brigade Orders Change during their Division's Activation.

PLAY NOTE: Think about the implications of a stand result on Continuous Lines.

Continuous Line

For the first two Activations of this scenario (and others if so designated), Hardee's Corps must maintain a continuous line such that, at the end of Hardee's first and second Activation, all infantry regiments in each brigade must be adjacent to another regiment of that brigade so that there are no gaps between any regiments. Each brigade must be adjacent to its neighbor; a regiment of Cleburne's brigade must be adjacent to Wood's brigade, and a regiment of Wood's must be adjacent to Shaver's brigade. At the end of Hardee's Activations, if any regiments have moved to a hex in which they cannot meet these requirements, they must be moved back to a hex in which they can. Pick up the units and move them back within stacking restrictions; no MPs are expended. Any regiment that is moved back must UDD, Disordering if failing. No effect for 2nd Disorder. **Exception:** 3rd Mississippi and 15th Arkansas are exempt (both these units were skirmishing ahead of their brigades).

PLAYNOTE: Cavalry and artillery units are exempt from this rule and do not count for Continuous Line.

Gladden's regiments have the same restrictions as above at the end of the first two Activations (with the same move-back provision). At least one regiment must be adjacent to Shaver. Gladden's brigade activates with Hindman's AM for the April 6th, 6 AM turn instead of Withers' AM. After the 6 AM turn, Gladden activates normally with the Withers AM.

Units in Extended Column can only use the parent unit to satisfy the Continuous Line rule. Either hex of an Extended Line may meet the requirements. Units may stack as long as they meet the requirements for Continuous Line.

There are no restrictions after the 2nd Activation of the 6 AM turn.

Map

Both full-size maps are used for this scenario.

Game Length

The standard game lasts from the 6 AM turn to the end of the 6 PM turn of April 6th. Players may, if agreed and meeting the requirements, extend play to a second day.

Initiative

The Confederates have the initiative for the first two turns (6 AM and 7 AM). Thereafter roll normally.

Victory

Determine victory by calculating each side's victory point total based on the criteria below, and then subtract the Union total from the Confederate total. Compare that number, positive or negative, to the level of victory schedule to determine who won and the level of victory. Shift the victory level if applicable.

Victory Points for Enemy Losses

- For each Confederate division that is CI at the end of the game, the Union player is awarded 10 points. Breckinridge's corps counts as a division. Hindman's division includes Cleburne's brigade. For each Confederate brigade that is CI at the end of the game, the Union player is awarded five points.

EXAMPLE: All 3 brigades of a Rebel division are CI. The Union is awarded 25 VPs (3 brigades × 5 VP and 10 VP for the division).

- For each Union division that is CI at the end of the game, the Confederate is awarded five points. For each Union brigade that is CI at the end of the game, the Confederate is awarded three points.

EXAMPLE: All four brigades of a Federal division are CI. The Confederates are awarded 17 VPs (4 brigades × 3 VP and 5 VP for the division).

- No points are awarded for unassigned/unbrigaded cavalry or infantry.
- For each enemy battery eliminated at the end of the game, a player is awarded one point.

Control of Fields

"Control" is awarded to the side owning the unit that last passed through the field or currently occupies any hex of the field, including field boundaries. If both sides occupy the field, no points are awarded. Cavalry does not count for control of fields; nor does it negate enemy control of fields for VPs. Sowell and Jones Field are considered a single field for VPs and control. The game begins with Union control of all fields.

The Confederate and Union players earn VPs for controlling each of the following fields by the end of the turns listed. If the fields are not controlled by the end of the listed turn, no points are awarded.

Field(s)	Turn	VPs Awarded
Spain's	8 AM	5 VP
Lost, Barnes	9 AM	5 VP
Review, Ben Howell	10 AM	5 VP
Larkin Bell	11 AM	5 VP
Russian Tenant, Perry, Mulberry, Chambers, and Hagy *	6 PM	5 VP

* **Exception:** Only the CSA player receives VPs for these fields.

At the end of the 6 PM turn the Union earns **5 VPs** for each controlled field west or south of the line Tilghman Branch to N4023 / N4023 to N5229 / Dill Branch. Cloud, Cavalry, and Stacey Fields count for the award,

Levels of Victory	VP Total
Confederate Tactical Victory	More than 41 VPs
Confederate Marginal Victory	21 to 40 VPs
Union Marginal Victory	1 to 20 VPs
Union Tactical Victory	-20 to 0 VPs
Union Strategic Victory	Less than -20 VPs

Shift the Victory Level one in favor of the Union if the Confederates control no fields east or north of the line, Tilghman Branch to N4023 / N4023 to N5229 / Dill Branch, and the Union controls Cloud, Cavalry and Stacey Fields. Confederate control of hex N3913 does not count for control of the Russian Tenant Field for this determination.

The Confederates earn an automatic Strategic Victory if they occupy four or more hexes (north of row Nxx23 inclusive) of the Pittsburg Landing field or field boundary at the end of the game, without having more brigades CI than the Union. If there are more Confederate CI brigades than Union, it is an automatic Tactical Victory. Cavalry units do not count for occupation.

***HISTORICAL & PLAY NOTE:** The only meaningful victory for the Confederates would have been to drive the Union from Pittsburg Landing, forcing the Union army to concede the field, and effectively ending U.S. Grant's career. Field control is for game play value determining how well or badly you have done as the field commander.*

Efficiency

The Confederate Efficiency Pool is $1 \times 1E$, $3 \times 2E$, $4 \times 3E$, and $1 \times 4E$ (number of chits \times Efficiency value).

The Union Efficiency Pool is $3 \times 1E$, $5 \times 2E$, $3 \times 3E$. The Union adds a 4E chit to the Efficiency Pool at 11 AM.

Extended Game

If the Confederates have earned a Marginal or non-automatic Tactical victory, the game may be extended by agreement from both players. The extended game ends after the 3 PM turn of April 7th.

Extended Game Victory

- The Confederates automatically win a strategic victory if, at the end of any turn, they have four non-collapsed infantry regiments in Pittsburg Landing hexes north of row xx23 inclusive (clear or field boundary) without having more brigades CI than the Union. If there are more Confederate CI brigades than Union, it is an automatic Tactical Victory. Cavalry units do not count for occupation.
- The Union automatically wins if, at the end of any turn, it occupied or was the last to pass through all camps, with the exclusion of McDowell's camps and HQ (hexes S1602, S1702, S2101 and S2103 and the artillery camp in hex S1903) and Stuart's camps and HQ (hexes S5313, S5614, S5712, and S5714) by the end of the 3 PM turn of April 7th.
- Otherwise, determine victory using the "Levels of Victory" chart above. Use the end of the April 7th, 3 PM turn to determine Union victory points for control of fields listed for first day victory. Each field listed is worth 5 VPs. The Confederates retain all VPs earned from field control from April 6th. The Union does not retain field control VPs from April 6th. Points for CI brigades and divisions are not counted.



Union Setup

All units have a specific facing listed. Other than the 6th Division's detachments and 1/6/T, all units start in Reserve. Use the Alert Schedule starting with the 6 AM turn to determine which units are Alerted and may activate.

Location	Unit	Command	Facing
S3103	Schwartz Bty	1/AoT	SW
S3501	C&S IL Cav	1/AoT	W
N3230	Burrows Bty	1/AoT	W
N3229	McAllister Bty	1/AoT	W
N3522	Dresser Bty	1/AoT	W
N4226	1 Bn, 4 IL Cav	1/AoT	SW
N3434	McClermand	1/AoT	
S3205	17 IL	3/1	SW
S3305	29 IL	3/1	SW
S3406	43 IL	3/1	SW
S3607	49 IL	3/1	SW
S3406	Raith	3/1	
N3233	45 IL	2/1	W
N3331	Marsh	2/1	
N3331	48 IL	2/1	W
N3329	20 IL	2/1	W
N3428	11 IL	2/1	W
N3621	Hare	1/1	
N3721	8 IL	1/1	W
N3722	18 IL	1/1	W
N3724	13 IA	1/1	W
N3725	11 IA	1/1	W
N6219	Welker Bty	2/AoT	SW
N5923	Stone Bty	2/AoT	SW
N5622	Richardson Bty	2/AoT	SW
N5821	W. Wallace	2/AoT	
N4718	Willard Bty	2/AoT	NW
N4815	A&B, 2 IL Cav	2/AoT	W
N4314	C, 2 US & I, 4	2/AoT	W
N4415	81 OH	2/2/T	W
N4516	14 MO SS	2/2/T	W
N4715	12 IL	2/2/T	SW
N4916	13 MO	2/2/T	NE
N4618	9 IL	2/2/T	SW
N4518	McArthur	2/2/T	
N6016	12 IA	1/2/T	NW
N5319	Tuttle	1/2/T	
N5618	7 IA	1/2/T	NW
N5419	14 IA	1/2/T	NW
N5219	2 IA	1/2/T	NW
N5118	52 IL	3/2/T	E
N5116	7 IL	3/2/T	E
N5115	8 IA	3/2/T	E
N5019	Sweeny	3/2/T	

Location	Unit	Command	Facing
N5213	57 IL	3/2/T	E
N5212	50 IL	3/2/T	E
N4911	58 IL	3/2/T	E
S5406	1 Bn, 5 OH Cav	4/AoT	NW
S5406	2 Bn, 5 OH Cav	4/AoT	NW
S5203	Myers Bty	4/AoT	W
N5832	Brotzman Bty	4/AoT	NE
N4927	Laing Bty	4/AoT	SE
N5030	Hurlbut	4/AoT	
S5002	28 IL	1/4	W
N5033	32 IL	1/4	W
N4932	41 IL	1/4	SW
N4731	3 IA	1/4	SW
N4932	Williams	1/4	
N4526	15 IL	2/4	NW
N4622	14 IL	2/4	NW
N4924	Veatch	2/4	
N4921	46 IL	2/4	NW
N5121	25 IN	2/4	W
N5631	17 KY	3/4	SW
N5431	25 KY	3/4	SW
N5330	44 IN	3/4	SW
N5330	Lauman	3/4	
N5130	31 IN	3/4	SW
N6325	Markgraf Bty ^a	AoT	SW
N6222	Powell Bty	AoT	SW
S1602	6 IA	1/5	SW
S1702	46 OH	1/5	SW
S1903	Morton Bty	5/AoT	SW
S2103	40 IL	1/5	SE
S2101	McDowell	1/5	
S5714	55 IL	2/5	SW
S5614	54 OH	2/5	SW
S5313	71 OH	2/5	SE
S5712	Stuart	2/5	
S2911	53 OH	3/5	W
S2707	Hildebrandt	3/5	
S2707	77 OH	3/5	W
S3107	57 OH	3/5	SW
S2406	Buckland	4/5	
S2406	48 OH	4/5	SW
S2205	72 OH	4/5	SW
S2607	70 OH	4/5	SW
S3410	2&3 Bn, 4 IL Cav	5/AoT	W
S2908	Waterhouse Bty	5/AoT	SW
S3005	Thielmann Cav	5/AoT	E
S3006	Taylor Bty	5/AoT	E
S2905	Sherman	5/AoT	
S3514	25 MO (8) ^d	1/6	SW

Location	Unit	Command	Facing
S3715	Peabody	1/6	
S3715	12 MI (15) ^d	1/6	SW
S3916	21 MO (10) ^d	1/6	SW
S4117	16 WI	1/6	SW
S2421	Det A	1/6	SW
S2522	Det B	1/6	SW
S3817	Det C	1/6	SW
S4218	18 MO	2/6	SW
S4418	Miller	2/6	
S4418	61 IL	2/6	SE
S4617	18 WI	2/6	SE
N6220	16 IA ^b	*6	SW
N6421	23 MO ^b	*6	SW
S4515	Prentiss	6/AoT	
S4315	Munch Bty	6/AoT	SW
S4215	Hickenlooper Bty	6/AoT	SW
S4712	1 BN, 1 IL Cav	6/AoT	SW
S4712	2 BN, 1 IL Cav	6/AoT	SW
N5029	15 MI ^c	AoT	any

Union Setup Notes:

- Markgraf's Battery may move one hex per Activation within Pittsburg Landing's Field or Field Boundary hexes only, including any facing changes. If the unit moves, including more than one vertex change, it may not fire [BB 14.6].
- Unbrigaded units activate with the unassigned—but must remain within field boundary of Pittsburg Landing until 10 AM. They may then move and be assigned to any brigade. Unit does not have to be in Command Range of brigade assigned.
- 15 MI starts the game with no ammo and cannot resupply. It activates when Unassigned AMs are drawn and must move towards Prentiss each time it activates, using all its movement allowance and along the hex path of least MP cost. Once it begins an Activation within Prentiss's Command Range, it must be assigned to a 6/T brigade. When 15 MI begins any Activation (Unassigned or 6/T) within five hexes of and with LOS to an enemy unit, it must pass an unmodified UDD. If it fails, it is immediately removed from the map (consider it returning to Pittsburg Landing 'at a rapid pace' to pick up ammunition). Once 15 MI is required to roll, it continues to roll with each Activation even if not within five hexes or LOS of enemy units. After removal, place the unit on the turn track four hours later for reentry. At the beginning of that turn, place it on any hex in Pittsburg Landing (Field or Field Boundary). It is fully supplied, has no Fatigue, and can operate normally. It moves with the Unassigned AM or can be assigned to any brigade. It does not have to be in Command Range of the brigade assigned. Once assigned, it cannot be reassigned later.
EXAMPLE: The 15 MI is removed in the 10 AM turn, place the unit in any Pittsburg Landing hex in the 2 PM turn.)
- A **number** in parentheses denotes the unit's starting strength.



Union Reinforcements

Time	Location	Units	Command	Activations	Fatigue
April 6th					
8 AM	N6420/6423	Bouton Bty	AoT	3	
8 AM	N6420/6423	Silfversparre Bty	AoT	2	
8 AM	N6420/6423	15 IA *	AoT	1	
9 AM	N6420/6423	Grant	AoT		
2 PM	N6401-6601	Tyler Gunboat	1		
2 PM	N6420/6423	Madison Bty †	AoT	3	
2 PM	N6420/6423	Buell	AoO		
5 PM	N6420/6423	Nelson	4/O		
5 PM	N6420/6423	Ammen , 36 IN	10/4/O	2	Fatigue 0
5 PM	N6401-6601	Lexington Gunboat	2		
6 PM	N3801	Wallace	3/T		
6 PM	N3801	Smith , 1/3/T	3/T	1	Fatigue 0
6 PM	N6420/6423	6 OH	10/4/O	3 A	Fatigue 0
6 PM	N6420/6423	24 OH	10/4/O	2 B	Fatigue 0
7-8 PM	N3801	Thompson Bty	3/T	3	
7-8 PM	N3801	Buel Bty	3/T	3	
7-8 PM	N3801	2/3/T	3/T	3 A	Fatigue 0
7-8 PM	N3801	3/3/T	3/T	3 B	Fatigue 0
7-8 PM	N6420/6423	Bruce , 22/4/O	4/O	3	Fatigue 0
9-12 PM	N6420/6423	Hazen , 19/4/O	5/O	3 A	Fatigue 0
9-12 PM	N6420/6423	Crittenden , Boyle , 11/5/O	5/O	3 B	Fatigue 0
9-12 PM	N6420/6423	Bartlett Bty	5/O	3	
9-12 PM	N6420/6423	Mendelhall Bty	5/O	3	
9-12 PM	N6420/6423	Smith , 14/5/O	5/O	3 C	Fatigue 0
9-12 PM	N6420/6423	14 WI	AoT	3 D	Fatigue 0
April 7th					
5 AM	N6420/6423	McCook	2/O		
5 AM	N6420/6423	Rousseau , 4/2/O	2/O	3	Fatigue 0
5 AM	N6420/6423	Terrill Bty	2/O	3	
6 AM	N6420/6423	Kirk , 5/2/O	2/O	3	Fatigue 0
10 AM	N6420/6423	Gibson , 6/2/O	2/O	1	Fatigue OK
12 N	N6420/6423	Wood	6/O		
12 N	N6420/6423	Wagner , 21/6/O	6/O	3	Fatigue OK
2 PM	N6420/6423	Garfield , 20/6/O	6/O	3	Fatigue OK

Union Reinforcements Notes:

The Acitvations Column specifies the number of Activations that units have to enter the map. A, B, C, and D in Activations column designate order of arrival. A is first, B is second, C is third, etc. Batteries may arrive before or after infantry in any order.

All units arrive under Advance Orders. Units enter with no Fatigue unless listed.

Units (not Leaders) disembarking at Pittsburg Landing (hexes N6420/6423) pay an extra 1 MP to disembark on these hexes (e.g., infantry pays 2 MPs for that hex). Treat each landing hex as an entry hex for additional stacks arriving in the same Activation (i.e., each additional stack after pays an additional MP). Units may stack up to Advance order limits when disembarking. If needed, friendly units already in the landing hexes may be displaced to any hex not adja-

cent to an enemy unit and Disorder. If already Disordered, there is no further effect.

Division leaders may activate with regiments or brigades of their command arriving in same turn.

* 15 IA activates with the Unassigned, but remains within field boundary of Pittsburg Landing until 10 AM.

† Madison's Battery may move one hex per Activation within Pittsburg Landing's Field or Field Boundary hexes only—includes any facing changes. If the unit moves, including more than one vertex change, it may not fire [BB 14.6].



Confederate Setup

All units face NE. All units are under Advance Orders.

<i>Location</i>	<i>Unit</i>	<i>Command</i>
S1333	Beauregard	AoM
S1333	AS Johnston	AoM
S1420	2 TN	2/-/3
S1520	24 TN	2/-/3
S1621	15 AR	2/-/3
S1421	Trigg Bty	2/-/3
S1521	35 TN	2/-/3
S1521	Cleburne	2/-/3
S1622	6 MS	2/-/3
S1522	Calvert Bty	2/-/3
S1523	Hubbard Bty	2/-/3
S1623	23 TN	2/-/3
S1522	Hindman	1/3
S1723	27 TN	3/1/3
S1724	16 AL	3/1/3
S1825	Wood	3/1/3
S1825	44 TN	3/1/3
S1825	9 AR Bn	3/1/3
S1925	8 AR	3/1/3
S1925	55 TN	3/1/3
S2122	3 MS Bn	3/1/3
S1926	7 AR	1/1/3
S1927	Swett Bty	1/1/3
S1927	Miller Bty	1/1/3
S2027	Shaver	1/1/3
S2027	2 AR	1/1/3
S2028	6 AR	1/1/3
S2128	3 Confederate	1/1/3
S2129	26 AL	1/2/2
S2230	25 AL	1/2/2
S2231	22 AL	1/2/2
S2232	Robertson Bty	1/2/2
S2232	Gladden	1/2/2
S2331	21 AL	1/2/2
S2432	1 LA	1/2/2
S1828	GA Dragoons Cav	3/1/3
S1828	Harper Bty	3/1/3
S1728	Hardee	3 Corps

<i>Location</i>	<i>Unit</i>	<i>Command</i>
S1022	38 TN	3/1/2
S1023	Orleans Guard	3/1/2
S1023	16 LA	3/1/2
S1024	Pond	3/1/2
S1024	Ketchum Bty	3/1/2
S1123	18 LA	3/1/2
S1124	Crescent	3/1/2
S1024	Jenkins Cav	1/2
S1225	17 LA	2/1/2
S1225	Confederate Guard	2/1/2
S1325	20 LA	2/1/2
S1325	Anderson	2/1/2
S1226	Washington Bty	2/1/2
S1326	9 TX	2/1/2
S1326	1 FL	2/1/2
S1226	Ruggles	1/2
S1427	1 AR	1/1/2
S1527	Gibson	1/1/2
S1527	4 LA	1/1/2
S1428	19 LA	1/1/2
S1528	13LA	1/1/2
S1531	Bragg	2 Corps
S1529	17 AL	3/2/2
S1630	2 TX	3/2/2
S1630	Jackson	3/2/2
S1530	Girardey Bty	3/2/2
S1631	18 AL	3/2/2
S1731	19 AL	3/2/2
S1531	1 ST AL Cav a (Clanton)	2/2
S1432	1 ST AL Cav b (Clanton)	2/2
S1732	52 TN	2/2/2
S1833	5 MS	2/2/2
S1833	10 MS	2/2/2
S1933	9 MS	2/2/2
S1933	Chalmers	2/2/2
S1733	Gage Bty	2/2/2
S1934	7 MS	2/2/2
S1733	Withers	2/2

Confederate Setup Note:

The 3 MS Bn (Wood) and 15 AR (Cleburne) are exempt from the Continuous Line rule.



Confederate Reinforcements

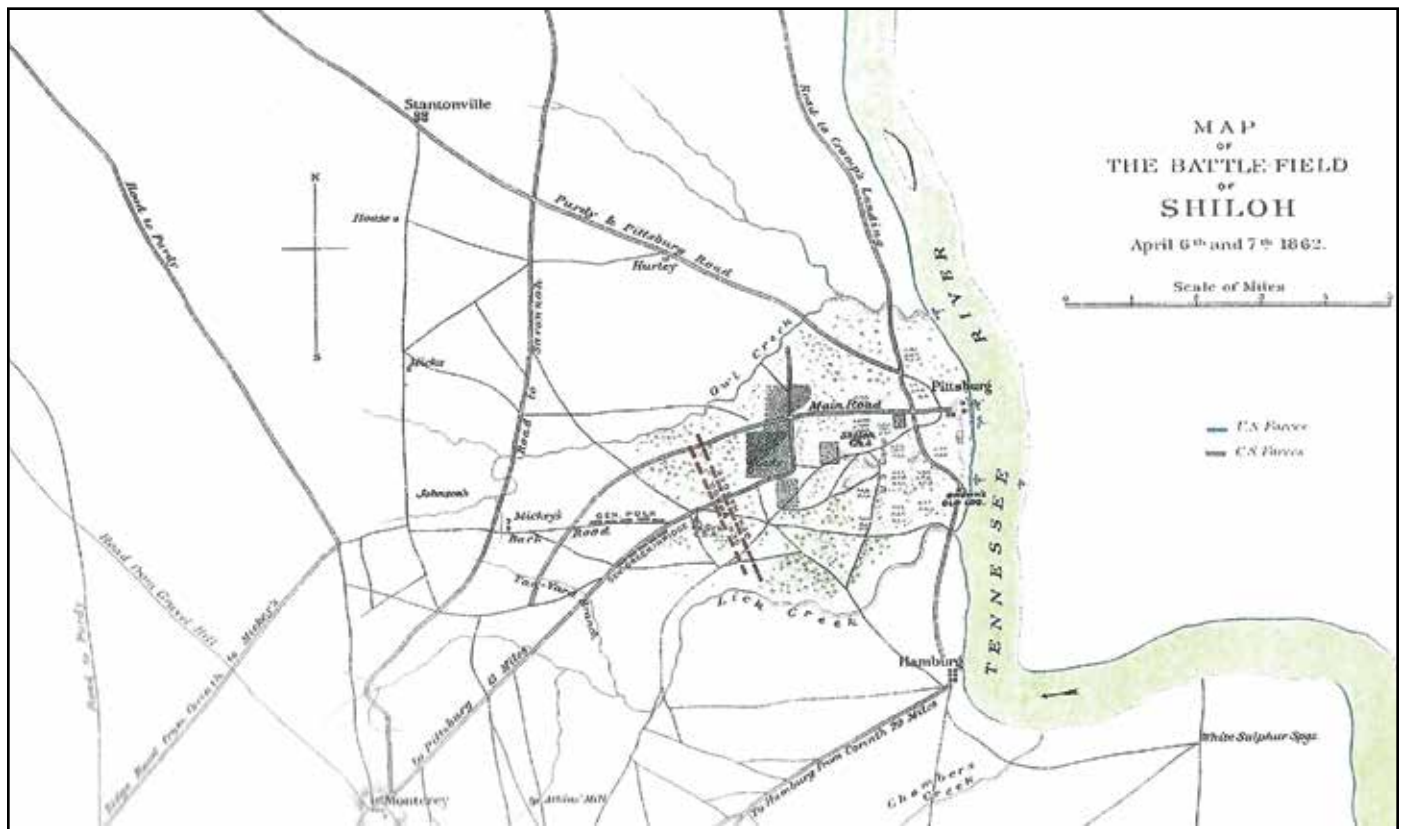
Time	Location	Unit/Formation	Command	Activations
April				
6 AM	S1234*	Polk	1st Corps	
6 AM	"	MS&AL Cav	2/1	3
6 AM	"	Clark (with Stewart)	1/1	
6 AM	"	Stewart Bde	2/1/1	1
7 AM	"	Russell Bde	1/1/1	3 A
7 AM	"	Cheatham (with Johnson)	2/1	
7 AM	"	Johnson Bde	1/2/1	3 B
7 AM	"	1 MS Cav	2/1	3 B
7 AM	"	Stephens Bde	2/2/1 (minus 1 TN Btn)	2 C
8 AM	"	Breckinridge	Reserve Corps	
8 AM	"	Trabue Bde	1/-/R	2 A
8 AM	"	Bowen Bde	2/-/R	2 B
8 AM	"	McClung Bty	AoM	2 B
8 AM	"	Statham Bde	3/-/R (minus 19 TN)	2 C
9 AM	"	Roberts Bty	AoM	3
11 AM	N1031	8th TX Cav (Wharton)	AoM	1
1 PM	S6927	Adams MS Cav	AoM	1
2 PM	S6927	3 TN Cav (Forrest)	AoM	3
2 PM	S6927	19 TN	3/-/R	3
2 PM	S6927	1 TN Btn	2/2/1	3
April 7				
6 AM	S1234*	47 TN	AoM	3

Confederate Reinforcements Notes:

* All units designated to enter hex S1234 may enter anywhere on the south map edge within three hexes of the entry hex. Eligible hexes are enclosed in red outline on the map.

The Activations column specifies the number of Activations that units have on their turn of entry. A, B, and C in the Activations column designate order of arrival. A is first, B is second, C is third.

All Brigadiers enter with their command. All units enter under Advance Orders **Exception:** 9 AM Reserve Corps arrivals [BB 9.22].



30.11

Optional Setups and Reinforcements

A Grand Design

“Forward! Every man to do his duty and the day is ours!”

~ Albert Sidney Johnston

The Confederate deployment for the attack, specified by Beauregard and drawn up by Colonel Jordan his adjutant, was inspired by Napoleon’s plan of attack at Waterloo (why he would imitate orders for a lost battle is a mystery). It was a very different plan than what Johnston envisioned. Regardless, it was poorly executed. This scenario allows the Confederate player a free hand in determining how the on-map troops are set up. Both this scenario and *Turn the Left Flank* (see below) use the historical victory conditions but obviously are slanted towards the Rebels. We suggest that players shift any victory conditions except a CSA Strategic victory one level in the Union’s favor. This scenario assumes the Confederates used a more efficient deployment for attack and command control. The rules and victory conditions are identical to the historical scenario with the following exceptions:

- There is no requirement for Continuous Line. Each division will be activated with its normal AM (i.e., Gladden does not activate with Hindman for the first turn).
- On the first turn, the Confederate determines command normally (i.e., CSA units are not automatically In Command).
- The Confederates may place their 6 AM on-map troops as desired between the map edges and the area outlined below:
 - ◊ Hex S1020 southeast diagonally to hex S2527 (inclusively).
 - ◊ Hex S2527 south to hex S2534 (inclusively).
 - ◊ Brigades and units may be freely placed under Advance or Attack orders.

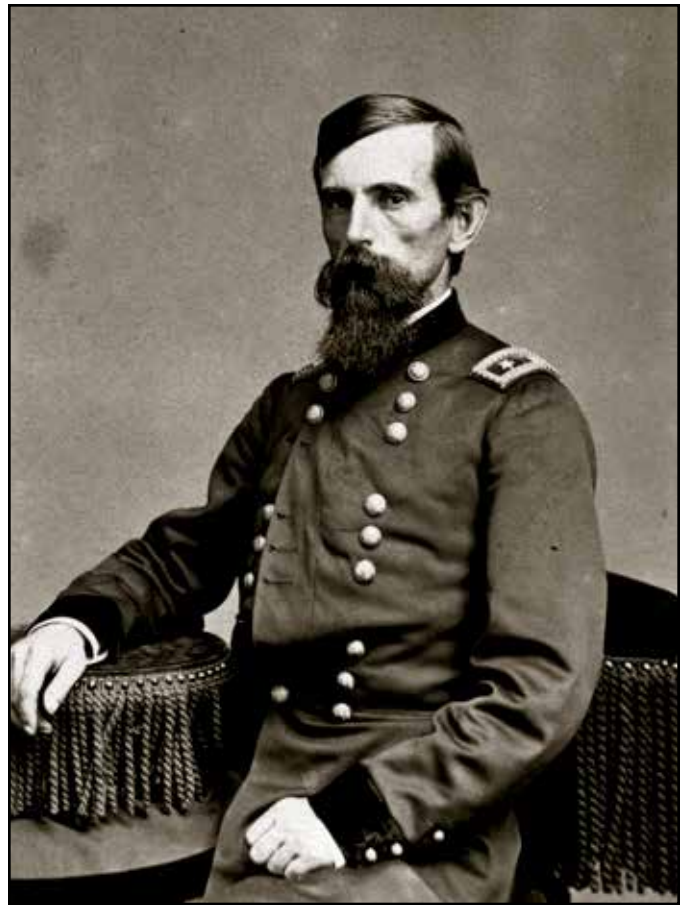
Turn the Left Flank

“That checkmates them.”

~ Albert Sidney Johnston

This is like the *A Grand Design* variant but assumes the Rebels had better reconnaissance of Union positions and spread their forces further to the east. Use all the rules for *A Grand Design* except for setup below:

- The Confederates may place their 6 AM on-map troops as desired between the map edges and the area outlined below:
 - ◊ Hex S1020 southeast diagonally to hex S2628 (inclusively).
 - ◊ Hex S2628 east to hex S4028, with no units north of row Sxx28 (inclusively).
 - ◊ Hex S4028 south to hex S4034 (inclusively).
 - ◊ Brigades and units may be freely placed under Advance or Attack orders.



Low Wallace Variable Reinforcement

Low Wallace and his division could have reached Pittsburg Landing much sooner had Wallace received more precise orders and headed down the River Road. This rule reflects that possibility. Players should keep in mind that an early arrival will make a CSA victory more difficult to achieve.

Starting with the Division Orders Phase [SR 3.0 ILC] of the 1 PM turn, roll a die and follow the chart below. If successful with the entry die roll, Wallace’s division enters at N3801 with 3 Activations unless specified otherwise. The brigades enter in order (1st, 2nd, and 3rd). Artillery may be placed anywhere within that arrival sequence.

Arrivals earlier than 3 PM come in with 0 Fatigue. Arrivals at 3 PM come in with OK Fatigue. Units arriving 4 PM or later have no Fatigue.

Turn	Roll for entry
1 PM	9 (1st Brigade only with 2 AMs, remainder of division including artillery arrives at 2 PM with 3 AMs)
2 PM	9
3 PM	8 or higher
4 PM	6 or higher
5 PM	5 or higher
6 PM	2 or higher
7 PM	Automatic



30.2

Sound the Long Roll

"You have brought on an attack for which I am unprepared!"

~ Benjamin M. Prentiss

Scenario 2 - Introduction

Two brigades from Hardee's Third Corps (Shaver and Wood of Hindman's division) advanced to engage Peabody's Brigade of the US 6th Division (Prentiss) around 8 AM near Rea Field. About the same time, two brigades from Bragg's Second Corps (Gladden and Chalmers of Withers' division) attacked Miller's Brigade defending the 6th Division's left flank at Spain's Field.

Prior to the advance, two of Wood's regiments (55th Tennessee and 3rd Mississippi) on the Confederate left blundered across the front of Shaver's brigade and exposed their flanks to Peabody's line. These two units, surprised by the heavy fire from the Union troops, panicked and fled towards the rear, disrupting the 7th Arkansas of Shaver's brigade as they ran through it. These retreats slowed Wood's advance and created a gap between his units and Shaver's brigade.

On the Rebel right Gladden's brigade from Withers' division in Bragg's Second Corps attacked towards Spain's Field, supported by Robertson's Alabama battery. Chalmers' Brigade was ordered to support Gladden's advance. Moving down the Eastern Corinth Road, it deployed to Gladden's right. As Chalmers' units advanced, they encountered the steep-sided valley of the Locust Oak Branch near Spain's Field. It proved difficult terrain to attack across. Eventually these four brigades managed to rout the Union 6th Division defenders and overrun their camps.

This scenario begins with the Confederates about to engage the Union's 6th Division.

Specific Rules

Unless modified below, all ITW BB special rules are in effect.

- Players may waive the +1 DRM to Union UDDs and Rally rolls and/or BB 12.35 if they wish to make the scenario more challenging for the Confederates.
- 15 MI has just arrived from Pittsburg Landing and is attached to Miller's brigade. It has no ammunition and may not resupply during the scenario. Otherwise it activates normally during 0800. During the 9 AM turn 15 MI must pass an unmodified UDD each time a Prentiss AM is drawn, whether it is In Command or not. If it fails, it is immediately removed from play (*consider it returning to Pittsburg Landing 'at a rapid pace' to pick up ammunition*).
- Add two Battle Events chits to the AM Pool at the start of each turn.
- Johnston may not use his special abilities during the scenario.
- Players may choose to setup units using Extended Line and/or Refused Flanks. The parent unit must occupy the hex specified in the set up.

Map

Sound the Long Roll is played on the small Scenario 2 map. The map edge is the boundary for this scenario.

Game Length

This scenario starts with the 8 AM turn and ends after the completion of the 9 AM turn. Peabody's Detachments have rejoined their units, whose starting strengths reflect the skirmishing occurring between 6 and 8 AM.

Initiative

The Confederates add +1 to their Initiative die roll for the 8 AM turn.

Victory

A player must achieve one or both of the objectives below to be eligible for victory.

- If one side achieves both its objectives or is the only side to achieve an objective, it wins.
- If the Confederates fail to achieve any objectives, the Union wins.
- If both sides achieve one of their two objectives, the scenario is a draw.

Confederate Objectives:

- Occupy or be the last to pass through the ten victory hexes while losing 11 or less SPs eliminated, or
- No units of Peabody's brigade remain in the scenario playing area and Miller's brigade is CI.

Union Objectives:

- Have two or more uncollapsed infantry regiments in play at end of scenario, or
- Union forces have gained a total of at least 12 victory points (score one for each Confederate SP loss and one point for each camp hex occupied or last passed through by the Union at the end of the scenario).

Note: Confederate at-start losses do not count for Union VP. For routed CSA units, count only SP eliminated.

The ten victory hexes are the following Union camps:

S3514 (25 MO)	S4515 (Prentiss HQ)
S3715 (12 MI)	S4218 (18 MO),
S3916 (21 MO)	S4418 (61 IL)
S4117 (16 WI)	S4617 (18 WI)
S4215 (Hickenlooper)	S4315 (Munch)

Efficiency

Draw Efficiency for Hardee, Bragg, and Prentiss.

- The Confederate Efficiency Pool is $2 \times 2E$ and $4 \times 3E$.
- The Union Efficiency Pool is $2 \times 2E$ and $1 \times 3E$.

Setup

- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections.
- A **number** in parentheses denotes the unit's starting strength.
- A "**D**" indicates the unit starts Disordered.
- There are no reinforcements.



Confederate Setup

Location	Unit/Leader	Command
S2918	Johnston	AoM
S2720	Bragg	2 Corps
S2918	Hardee	3 Corps
S2820	Hindman	1/3
S2918	Wood ^a	3/1/3
S2720	Harper Bty	3/1/3
S2720	GA Dragoons Cav	3/1/3
S2818	27 TN	3/1/3
S2819	16 AL	3/1/3
S2819	44 TN	3/1/3
S2918	3 MS Bn (5) D	3/1/3
S2918	55 TN (5) D	3/1/3
S2919	9 AR Bn	3/1/3
S2919	8 AR	3/1/3
S3219	Shaver ^b	1/1/3
S3118	7 AR (13) D	1/1/3
S3119	Swett Bty	1/1/3
S3219	2 AR	1/1/3
S3420	6 AR	1/1/3
S3421	Miller Bty	1/1/3

Location	Unit/Leader	Command
S3520	3 Confederate	1/1/3
S4127	Withers	2/2
S3922	Gladden ^b	1/2/2
S3622	25 AL	1/2/2
S3722	22 AL	1/2/2
S3822	21 AL	1/2/2
S3922	1 LA	1/2/2
S4023	26 AL	1/2/2
S4023	Robertson Bty	1/2/2
S4125	Chalmers ^c	2/2/2
S4125	52 TN	2/2/2
S4126	Gage Bty	2/2/2
S4225	5 MS	2/2/2
S4324	9 MS	2/2/2
S4424	7 MS	2/2/2
S4523	10 MS	2/2/2

Confederate Setup Notes:

- Wood may start under Advance or Attack orders.
- Shaver and Gladden start under Attack orders.
- Chalmers starts under Advance orders.



Union Setup

Location	Unit	Command
S3916	Prentiss ^a	6/AoT
S4117	Munch Bty	6/AoT
S4218	Hickenlooper Bty	6/AoT
S4017	Miller ^b	2/6/T
S4017	18 MO	2/6/T
S4318	61 IL	2/6/T
S4518	18 WI	2/6/T
S4415	15 MI ^d	2/6/T
	Peabody ^{b c}	1/6/T
S3918	16 WI	1/6/T
S3717	21 MO	1/6/T
S3418	12 MI (16)	1/6/T
S3217	25 MO (9)	1/6/T

Union Setup Notes:

- Prentiss's cavalry does not participate in this scenario.
- Peabody and Miller start under Advance orders.
- Peabody sets up with any unit of his command.
- Consider 15th MI In Command at the start of the 8 AM turn. It traces command to Miller for the 9 AM turn.



30.3

The Morning Action Around Shiloh Church

“My God! We are attacked!”

~ William T. Sherman

Scenario 3 - Introduction

Around 6 AM on April 6th, 1862, Hardee's Corps of the Confederate Army of Mississippi launched the Confederate attack against a surprised Union army. Around two hours later, Shaver's and Wood's brigades of Hindman's division were attacking Peabody's brigade of Prentiss's 6th Division. Meanwhile, Cleburne's initial attack on Sherman's position was failing. The 6th Mississippi and 23rd Tennessee regiments, Cleburne's right wing, attacked before 8 AM and suffered staggering losses in two charges against the Union's 53rd Ohio regiment. Nevertheless, the Buckeye line soon collapsed due to the incompetence of its colonel, Jesse Appler. Cleburne's left attacked a little later at 8 AM. The 2nd Tennessee's charge against Buckland's 48th Ohio was repulsed with heavy losses. The rest of Cleburne's brigade (15th Arkansas, 24th Tennessee, and 35th Tennessee) faltered in their efforts to push Sherman back.

By 8:30AM, Cleburne was in the process of rallying several disordered regiments when Anderson's brigade of Ruggles' division from Bragg's Second Corps reached the front. As Cleburne attacked again, Anderson's brigade deployed and waited for additional support to arrive. When brigades from Polk's First Corps advanced through Rea Field, Anderson's brigade began its attack. By 9:30AM more Confederates joined the fray as Pond's brigade pressured McDowell's and Buckland's brigades on Sherman's right, and Wood's and Shaver's brigades attacked towards Lost Field after routing Peabody's brigade. By mid-morning, Sherman's line was beginning to crumble as the brigades of Marsh and Hare from McClelland's division and Veatch's brigade from Hurlbut's division arrived to try to steady the Union defense along the Hamburg-Purdy Road.

At 8 AM, Generals A.S. Johnston and Bragg were involved in rallying troops and by 9AM had moved to Spain's Field to check on the progress of the Confederate right. Generals Cheatham, Prentiss, and Hurlbut were involved in action outside the scenario boundaries. None of these leaders are included in this scenario.

Specific Rules

Unless modified below, all ITW BB special rules are in effect.

- Shaver's and Wood's units may Advance, but not move north of hex row Sxx14 during the 8 AM turn until one of Peabody's regiments moves or retreats north of that hex row or all his regiments rout.
- Wood's brigade may change orders without a die roll once during the 8 AM turn.
- 6 MS and 23 TN (Cleburne) must rally before they can move.
- Add three Battle Events chits to the AM Pool starting at 8 AM.
- All Confederate and Union units on the map are considered to be In Command at start.
- Johnson uses Cheatham's AMs and traces a chain of command directly to Polk.
- Ruggles (Bragg 2nd Corps) is In Command at all times.
- Peabody is In Command at all times. If he is killed and all his regiments are routed, his replacement may return to the map in the Replacement/Recovery Phase [SR 3.0 IV.B] and be placed in a hex of the USA player's choice.
- Veatch is In Command at all times and uses Hurlbut's AMs.

Roar of Battle

This chart is used a little differently in this scenario.

- Veatch's brigade and each of McClelland's brigades roll to determine their “The Roar of Battle” missions when they first activate.
- When rolling for each of McClelland's brigades, a roll of 9 means the brigade loses its first Activation rather than a whole turn. It may move freely and without rolling when it next activates.
- For this scenario use hex S1401 (N1434) for the Owl Creek Bridge mission.
- Missions for Veatch's brigade are adjusted as follows:
 - 0-1:** The Hamburg-Purdy/Corinth Road intersection (hex S2902).
 - 2-5:** The Hamburg-Purdy/Eastern Corinth road intersection (hex S4210).
 - 6-9:** His brigade loses its first Activation of the turn and may move freely on the next.

Map

The Morning Action around Shiloh Church is played using the south map in the area bounded as follows:

- **North Boundary:** North edge of the south map.
- **East Boundary:** From hex S4601 (N4634) south along the Eastern Corinth Road until its junction with the Bark Road, then south along the S39xx hex row to the southern edge, inclusive.
- **South Boundary:** South side of map.
- **West Boundary:** West side of map.

Game Length

The scenario begins with the 8 AM turn and reflects the results of the earlier fighting. It concludes at the end of the 11 AM turn.

Initiative

The Confederates have the Initiative for the 8 AM turn.

Victory

Award 1 VP to the Confederate player for occupying or being the last to move an infantry regiment through each of the geographic locations or camp hexes listed below.

- Shiloh Church: S2706
- Sherman's HQ: S2905
- Owl Creek area: S1401 (N1434)
- Crossroad at S2902
- Crossroad at S4202
- Each of Raith's four infantry camps
- Each of the 5th Division nine infantry camps

Award 2 VPs to the Confederate player for occupying or being the last to move an infantry regiment through each of the following hexes:

- S3604 (Review Field)
- S3609 (Lost Field)
- S2604 (Ben Howell field)

There are 24 geographic victory point hexes available.

At the end of the scenario:

- The Confederate player scores 1 VP for each CI Union brigade (**Exception:** no points are awarded for Peabody's brigade).
- The Confederate player loses 1 VP for each CI Confederate brigade.

A Confederate score of 12 or less VPs is a Union victory. A score of 16 or more VPs is a Confederate victory. Anything else is a draw.

PLAY NOTE: A Confederate victory is deemed a draw if three or more Confederate brigades are CI at the end of the scenario.

Efficiency

- CSA Efficiency Pool: $2 \times 2E$, $4 \times 3E$, $1 \times 4E$. Add $1 \times 2E$ to the pool at 9AM.
- USA Efficiency Pool: $5 \times 2E$, $2 \times 3E$. Add $1 \times 3E$ to the pool at 9AM and $1 \times 4E$ at 11 AM.

8 AM:

- McClelland receives two AMs.
- Draw Efficiency for Bragg, Hardee, Polk, Sherman, and Prentiss.
- Increase Hindman's AMs by one (to a maximum of four).

9 AM-11 AM:

- Draw Efficiency for Bragg, Hardee, Polk, Sherman, McClelland, and Prentiss.
- Hurlbut (Veatch) receives two AMs and then draws normally for the 10 AM and 11 AM turns.

Setup

- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections.
- A **number** in parentheses denotes the unit's starting strength.
- A "**D**" indicates the unit starts Disordered.



Confederate Setup

Location	Unit/Leader	Command
S2520	Beauregard	AoM
S2520	Hardee	3 Corps
S2520	Polk	1 Corps
S2918	Hindman	1/3
S2610	Cleburne, 15 AR	2/-/3
S2813	6 MS (8) D	2/-/3
S2913	23 TN (11) D	2/-/3
S2509	35 TN	2/-/3
S2409	24 TN	2/-/3
S2309	2 TN	2/-/3
S2414	Trigg Bty, Hubbard Bty	2/-/3
S2514	Calvert Bty	2/-/3
S2918	Wood	3/1/3
S2720	GA Dragoons (cav), Harper Bty	3/1/3
S2818	27 TN	3/1/3
S2819	16 AL, 44 TN	3/1/3
S2919	9 AR Bn, 8 AR	3/1/3
S2918	3 MS Bn (5) D , 55 TN (5) D	3/1/3
S3220	Shaver, 2 AR	1/1/3
S3118	7 AR (13) D	1/1/3
S3119	Swett Bty	1/1/3
S3420	6 AR	1/1/3
S3421	Miller Bty	1/1/3
S3520	3 Confederate	1/1/3
S2518	Ruggles	1/2
S2518	Washington Bty	2/1/2
S2618	Anderson, 1 FL Bn, Confederate Guards	2/1/2
S2517	9 TX	2/1/2
S2718	17 LA	2/1/2
S2417	20 LA	2/1/2
S2521	Stewart, 13 AR	2/1/1
S2320	33 TN	2/1/1
S2421	4 TN	2/1/1
S2622	5 TN	2/1/1

Location	Unit/Leader	Command
S2422	Clark	1/1
S2422	Stanford Bty	2/1/1
S2423	Russell , Bankhead Bty	1/1/1
S2523	12 TN	1/1/1
S2623	11 LA	1/1/1
S2624	13 TN	1/1/1
S2723	22 TN	1/1/1
S2224	Johnson , Polk Bty	1/2/1
S2022	Blythe MS	1/2/1
S2122	154 TN	1/2/1
S2223	15 TN	1/2/1
S2323	2 TN	1/2/1
On or south of hex column Sxx08 and on or west of hex row 17xx, but not in a Marsh hex.	Pond , 16 LA, 18 LA, 38 TN, Crescent, Orleans Gd, Ketchum Bty, Jenkins Cav	3/1/2 1/2

Confederate Setup Note:

Confederate brigades may be placed under ‘Advance’ or ‘Attack’ orders at start.



Union Setup

Location	Unit/Leader	Command
S2905	Sherman ^a	5/AoT
S3512	2&3 BN, 4 IL Cav	5/AoT
S3212	Thielmann Cav	5/AoT
S2908	Waterhouse Bty	5/AoT
S2607	Taylor Bty	5/AoT
S1704	Morton Bty	5/AoT
With any unit of his brigade	McDowell	1/5
S1603	6 IA	1/5
S1904	46 OH	1/5
S2104	40 IL	1/5
With any unit of his brigade	Buckland	4/5
S2207	72 OH	4/5
S2407	48 OH	4/5
S2608	70 OH	4/5
With any unit of his brigade	Hildebrand	3/5
S2910 and S3011 (Extended Line facing SW)	53 OH (12)	3/5
S3009	57 OH	3/5
S2707	77 OH	3/5
With any unit of his brigade	Peabody ^a	1/6
S3217	25 MO (9)	1/6
S3418	12 MI (16)	1/6

Location	Unit/Leader	Command
S3717	21 MO	1/6
N3434	McClelland	1/AoT
S3501	C&S IL Cav	1/T
S3103	Schwartz Bty	1/T
S3406	Raith ^b	3/1
S3205	17 IL	3/1
S3305	29 IL	3/1
S3406	43 IL	3/1
S3607	49 IL	3/1

Union Setup Notes:

- Sherman’s and Peabody’s units may set up in Extended Line if eligible. Either the parent unit or the extension must be placed in the hex designated for that unit. 16 WI (1/6/T) does not appear in this scenario. In the actual battle it fought on 2/6/T’s immediate right, defending Spain Field. Determine 1/6/T’s (Peabody’s) combat effectiveness using only its regiments appearing in the scenario.
- Raith’s brigade incurs one level of Fatigue if it uses both its 8 AM Activations.

Union brigades and unbrigaded units are under “Advance” orders at start.



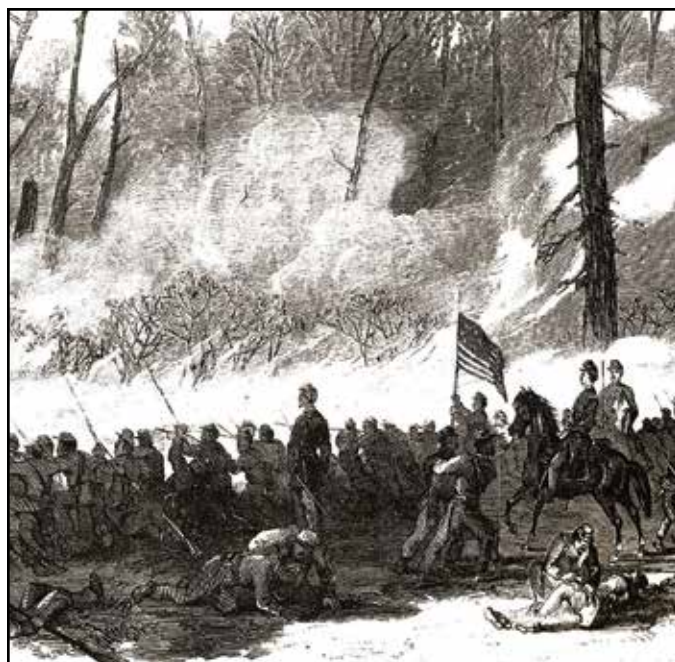
Union Reinforcements

Time and Entry Hex	Unit/Leader	Command
8AM; N3233	Marsh	2/1
	Burrows Bty, McAllister Bty	1/AoT
9AM; N4633	Veatch , 14 IL, 15 IL, 46 IL, 25 IN	1/4
9 AM; N3233	Hare	1/1/T
	Dresser Bty, 1st Bn 4 IL Cav	1/AoT
10AM; N3233	Grant	AoT

Union Reinforcements Note:

All Union reinforcements have two Activations during their turn of entry. They incur one level of Fatigue if using both Activations that turn.





30.4

The Hornets' Nest

"Men, they are stubborn, we must use the bayonet."

~ Albert Sidney Johnston

Scenario 4 - Introduction

"Johnston galloped among Statham's troops passing slowly along the battle line. His hat was off, his sword was sheathed in its scabbard. In his right hand he held the little tin cup he had taken from the captured enemy camp that morning. Twirling it between his fingers, Johnston gestured to the men... Johnston's words were few. He touched their bayonets with the tin cup and said 'Men, they are stubborn, we must use the bayonet.' Reaching the center of the brigade line, he turned and shouted 'I will lead you.'" ~ Wiley Sword.

The fight for the Hornet's Nest is perhaps the most famous episode of the two-day fight at Shiloh. This scenario recreates this segment of the battle.

Specific Rules

Unless modified below, all *ITW* BB special rules are in effect.

- March Orders may not be assigned in this scenario.
- Grant visits Hurlbut: Grant visited the Hornet's Nest sometime during the early afternoon. Thus, at the start of the 12 PM turn, prior to the Initiative rolls for that turn, the US player rolls for Grant's visit. A 0-4 means the US may apply Grant's Initiative Rating to the turn's Initiative roll and to any one division's Efficiency. A 5-9 means Grant's benefits apply to the 1 PM turn.
- Add Battle Events chits to the AM Pool as follows:
 - 11 AM - 12 PM turns: 3 chits.
 - 1 PM - 2 PM turns: 2 chits.
 - 3 PM - 6 PM turns: 1 chit.

- Cheatham uses Polk's Efficiency and may trace a chain of command directly to Johnston. This is in addition to Johnston's ability to directly command two brigades per turn.
- Bragg may directly command one brigade per turn, either Gibson's or that of Gladden's replacement. Withers' +1 Activation Rating does not apply to Gladden's brigade when it is under Bragg's direct command.
- Hardee commands Hindman's three brigades directly (Hindman was out of action by 11:30).
- Johnston's required Leader Loss rolls [BB 12.77] begin at the end of the 1 PM turn in this scenario, rather than at the end of the 12 PM turn.

Map

The Hornets' Nest is played in the area bounded as follows:

- Southern and eastern boundaries are the map edges.
- The western/northwestern boundary is the Corinth Road to S3002, then along the Farm Lane to N3233. At the start of the 4 PM turn, extend the northwestern boundary along the Farm Lane to N3331, then diagonally to N3829. At the start of the 5 PM turn, extend the northwestern boundary diagonally from N3829 to N4724.
- The northern boundary is progressive. Through the 3 PM turn, the northern boundary is the Nxx33 hex row, which is the northern boundary of Duncan field. This boundary moves to hex row Nxx29 at the beginning of the 4 PM turn and to hex row Nxx24 at the beginning of the 5 PM turn.

All boundaries described are inclusive.

Game Length

The scenario begins with the 11 AM turn and concludes at the end of the 6 PM turn.

Initiative

The Confederates have the initiative on the first Turn. Roll normally thereafter.

Victory

Each side earns points for victory determination by achieving the objectives listed below. Each objective counts as one point. Compare total points of the two sides at the end of the scenario for victory level, the greater points determining the winner.

- **Draw:** Same number of points for both sides
- **Marginal:** A one point advantage
- **Substantial:** A two point advantage
- **Decisive:** A three or four point advantage

The Confederates earn points in the following ways:

- Control at least seven of the 13 Sunken Lane hexes by the end of the 3 PM turn and earn at least one other victory point by the end of the scenario. Control requires that Confederate infantry units occupy or were the last to occupy each of the seven hexes.

- All three Union divisions are CI by the end of the scenario. Count Stuart as part of Hurlbut's division when determining Hurlbut's status.
- Control the Farm Lane running across Cloud Field (hex N4931 to N5432) by the end of the 5 PM turn and maintain that control till the end of the game.
- A Confederate infantry unit occupies or was the last to pass through any hex at the northern boundary of the playing area and on or east of the 54xx hex row.

The Union earns points in the following ways:

- Control at least seven of the 13 Sunken Lane hexes by the end of the 4 PM turn and earn at least one other victory point by the end of the scenario. Control requires that Union units occupy or were the last to occupy each of the seven hexes.
- Nine or more Confederate brigades are CI at game's end (including those starting the game CI). Include any attached regiments when determining a brigade's status.
- A Union unit controls the Corinth-Pittsburg Road from the crossroads at hex N5029 to the scenario's northern boundary at the end of the game.
- Control the Farm Lane running across Cloud Field to its eastern field boundary (hex N4931 to N5432) at the end of the game.

For those conditions requiring control of roads or farm lanes, "control" is defined as:

- A friendly infantry unit occupies or was the last to pass through one of these hexes, and
- A friendly unit under Advance orders could move along the specified stretch from one end to the other.

Efficiency (*number of chits* × *Efficiency value*)

- The Confederate Efficiency Pool is 1 × 1E, 3 × 2E, 4 × 3E, and 1 × 4E.
- The Union Efficiency Pool is 2 × 1E, 5 × 2E, 3 × 3E, and 1 × 4E.

Setup

- Leaders appear in **boldface**.
- An "**R**" in parentheses following the leader's name indicates his replacement is in use.
- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections.
- A **number** in parentheses denotes the unit's starting strength.
- Fatigue levels at start and Combat Ineffectiveness are listed in the Notes following each setup chart.
- This scenario uses the Reinforcement charts included below, rather than the Reinforcement charts in the "Shiloh: Bloody April" scenario [BB 30.1].



Union Setup

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
N4633	W. Wallace	2/AoT
S4403	7 IA	1/2/T
S4404	Tuttle , 12 IA	1/2/T
S4404	Richardson Bty	2/AoT
S4302	2 IA	1/2/T
S4302	Stone Bty	2/AoT
S4503	14 IA	1/2/T
N4234	7 IL	3/2/T
S4202	Sweeny , 58 IL	3/2/T
N4434	52 IL	3/2/T
S4501	57 IL	3/2/T
S4505	8 IA	3/2/T
S4505	Welker Bty	2/AoT
S5510	50 IL	3/2/T
N4634	C, 2 US & I, 4 US Cav; A & B, 2 IL Cav	2/AoT
S5309	12 IL	2/2/T
S5309	Willard Bty	2/AoT
S5410	McArthur ^a , 9 IL	2/2/T
S4911	41 IL	1/4/T
S4911	Laing Bty	4/AoT
S5011	Williams , 28 IL	1/4/T
S5107	Hurlbut	4/AoT
S5110	32 IL	1/4/T
S5110	Brontzmann Bty	4/AoT
S5211	3 IA	1/4/T
S4809	31 IN	3/4/T
S4810	Lauman , 44 IN	3/4/T
S4810	Myers Bty	4/AoT
S4811	17 KY, 25 KY	3/4/T
S5208	1 Bn 5 OH Cav	4/AoT
S5209	2 Bn 5 OG Cav	4/AoT
S5813	55 IL	2/5/T
S6015	Stuart ^b , 71 OH	2/5/T
S6116	54 OH	2/5/T
S4705	Prentiss	6/AoT
S4504	21 MO (1)	1/6/T
S4504	Munch Bty a (1), b (1)	6/AoT
S4506	Peabody ^c (R), 12 MI (10)	1/6/T
S4606	25 MO (5)	1/6/T
S4502	61 IL (1)	2/6/T
S4607	Miller ^d , 18 WI (4), 18 MO (2)	2/6/T
S4707	23 MO ^e	-6/T
S4707	Hickenlooper Bty a (1), b (1)	6/AoT

Union Setup Notes:

- a) McArthur commands his two regiments and 50 IL of Sweeny's brigade (the rest of McArthur's brigade had been sent to the Union right). The Union player may reattach 50 IL to Sweeny during any Determine Chain of Command Phase [SR 3.0 II.A]. McArthur starts

Out of Command. For McArthur's Combat Effectiveness, count only those units present in the scenario and under his command.

- b) Stuart's brigade may be attached to any division during any Determine Chain of Command Phase [SR 3.0 II.A]. It cannot benefit from Sherman's +1 Activation Rating.
- c) Peabody's brigade is Fatigue 1. 16 WI has been eliminated and counts when assessing Peabody's combat effectiveness.
- d) Miller's brigade is Fatigue 1 and CI.
- e) 23 MO may be attached to either of Prentiss's brigades.



Union Reinforcements

Time and Entry Hex(es)	Unit/Leader	Command
11 AM, N4633 or N5133	1st Bn 11 IL Cav, 2nd Bn 11 IL Cav ^a	6/AoT
2 PM, any hex from N6401 to N6601	Tyler ^b	AoT
5 PM, any hex from N6401 to N6601	Lexington ^c	AoT

Union Reinforcements Notes:

- a) During the 11 AM turn 1st Bn 11 IL Cav and 2nd Bn 11 IL Cav receive one less AM than Prentiss, with a minimum of one.
- b) The Tyler has 1 AM on its turn of entry. It may not fire until the 3 PM turn.
- c) The Lexington has 2 AM on its turn of entry. It may not fire until its second AM.



Confederate Setup

Location	Unit/Leader	Command
S4208	Stephens, 9 TN, Smith Bty	2/2/1
S4208	Cheatham	2/1
S4210	1 MS a Cav	2/1
S4211	1 MS b Cav	2/1
S4107	7 KY	2/2/1
S4308	6 TN	2/2/1
S3404	MS & AL Cav	2/1
S4216	Bragg	2 Corps
S4113	Gibson, 1 AR	1/1/2
S3912	4 LA	1/1/2
S4013	13 LA	1/1/2
S4214	19 LA	1/1/2
S6626	Jenkins Cav ^d	1/2
S6419	Chalmers ^a , 5 MS, 10 MS (5)	2/2/2
S5922	Gage Bty	2/2/2
S6118	Withers	2/2
S6118	52 TN	2/2/2
S6319	7 MS (9), 9 MS (9)	2/2/2
S4514	Gladden ^b (R), 22 AL (6), Robertson Bty	1/2/2
S4515	26 AL (2), 1 LA (2)	1/2/2
S4615	21 AL (4)	1/2/2
S4414	25 AL (5)	1/2/2

Location	Unit/Leader	Command
S5718	2 TX	3/2/2
S5820	19 AL	3/2/2
S5823	Girardey Bty	3/2/2
S5919	Jackson, 18 AL	3/2/2
S6020	17 AL	3/2/2
S6526	1 AL "a" Cav	2/2
S3604	7 AR (8), 3 Confederate (3)	1/1/3
S3605	2 AR (6)	1/1/3
S3704	Shaver ^b , 6 AR (7)	1/1/3
S3706	Hardee	3 Corps
S3806	Swett Bty	1/1/3
S3807	Miller Bty	1/1/3
S3308	23 TN (6), Hubbard Bty	2/-/3
S3409	6 MS (2), Trigg Bty	2/-/3
S3410	Cleburne ^c , Calvert Bty	2/-/3
S6525	GA Dragoons ^d	3/1/3
S3405	Wood ^b (R), 3 MS (3), 27 TN (3)	3/1/3
S3505	8 AR (3), 9 AR Bn (1), 44 TN (2)	3/1/3
S3805	16 AL (4), 55 TN (2)	3/1/3
S3808	Harper Bty	3/1/3
S4618	Breckinridge	R Corps
S4716	Watson Bty	2/-/R
S4817	9 AR, Hudson Bty	2/-/R
S4917	Bowen, 10 AR, 2 Confederate	2/-/R
S5018	1 MO	2/-/R
S4319	Rutledge Bty	3/-/R
S4418	22 MS, 28 TN	3/-/R
S4419	Statham, 15 MS, 20 TN	3/-/R
S4619	45 TN	3/-/R
S4215	Johnston	AoM
S4220	McClung Bty	AoM
S3929	Roberts Bty	AoM

Confederate Setup Notes:

- a) Chalmers' brigade is Fatigue OK.
- b) Gladden's, Shaver's, and Wood's brigades are Fatigue 1. Gladden's brigade starts the scenario CI.
- c) Treat Cleburne's command as a brigade of two units for purposes of Combat Effectiveness (his other regiments were on the Confederate left).
- d) Jenkins' Cavalry and GA Dragoons are attached to Withers' division in this scenario.



Confederate Reinforcements^a

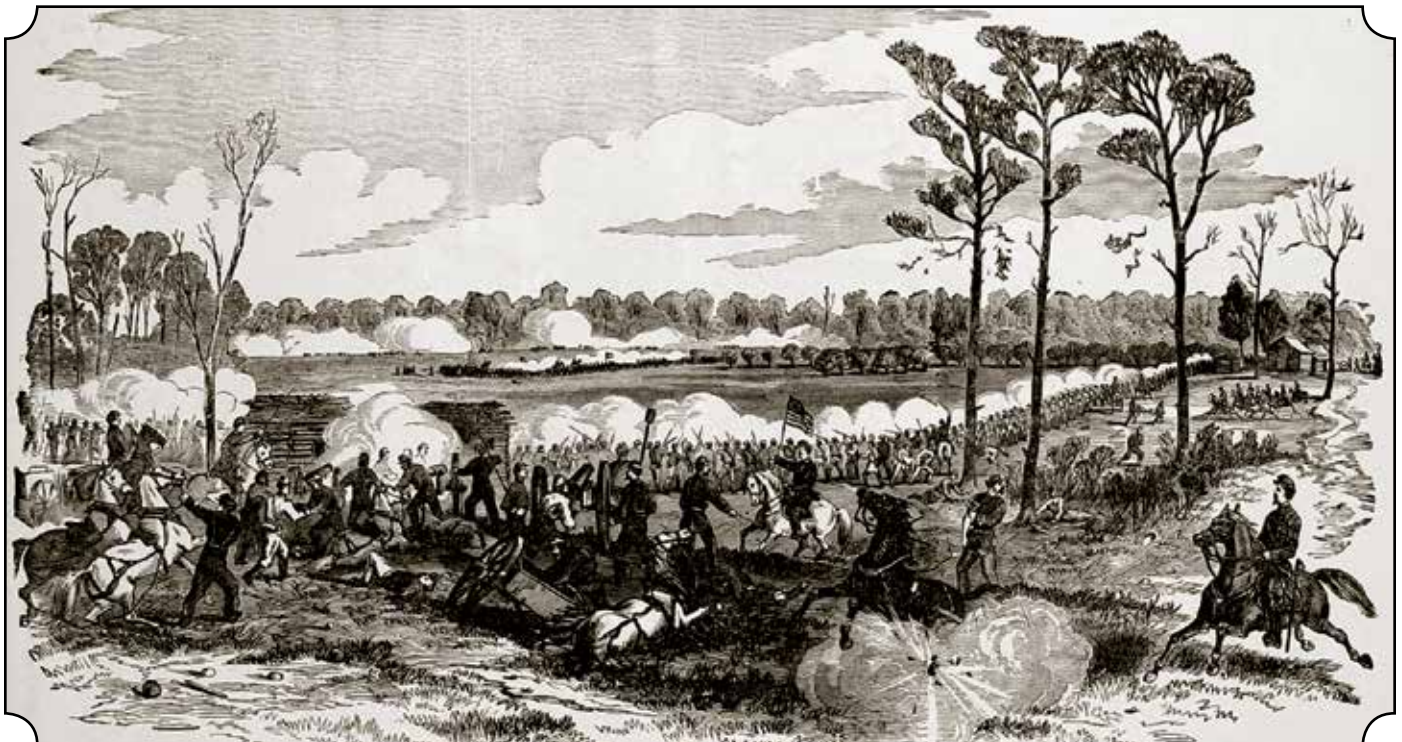
Time and Entry Hex(es)	Unit/Leader	Command	Activations
1 PM, S6927	Adams MS Cav a and b	AoM	1
2 PM, S6927	TN Cav (Forrest)	AoM	3
2 PM, S2927	19 TN	3/-/R	3
2 PM, S6927	1 TN Bn	2/2/1	3
2 PM, S2902 via the road	Ruggles ^b	1/2	2
3 PM, anywhere between S2902 and N3233 (inclusive; may use road movement if entering via S2902)	Anderson ^c , 1 FL Bn (1), 17 LA (4), 20 LA (5), 9 TX (3), Conf Gds Bn (2), Crescent LA, 38 TN, Washington Bty	2/1/2	
4 PM, S2902 via the road	Bankhead Bty, Stanford Bty, Byrne Bty, Ketchum Bty "b" ^d		
4 PM, anywhere between N3233 and N3829 (inclusive)	Polk , 13 TN (7), 22 TN (8), 154 TN (7), 5 TN (10), 33 TN (8)	1 Corps (composite) ^e	
5 PM, anywhere between N3829 and N4028 (inclusive)	Trabue ^f , 4 AL Bn (2), 31 AL (3), 3 KY (4), 4 KY (5), 5 KY (6), 6 KY (6), Crew's TN Bn (3)	1/-/R	3

Confederate Reinforcements Notes:

- a) This chart includes the Confederate units that entered from the east and appear in the chart in BB 30.1. It also includes those units that joined in the Hornet's Nest fight from the west as the afternoon wore on. 8 TX Cav does not appear in this scenario. The Activations column specifies the number of Activations

that units have the turn they enter the map. If no number is listed, determine the number normally.

- b) Ruggles was occupied on the Confederate left until the repulse of Sherman's and McClernand's counterattack.
- c) Crescent LA and 38 TN are attached to Anderson and count for brigade effectiveness.
- d) Prior to entry, each battery in the 4 PM reinforcements must be assigned to a division leader in play and enters using that division's AM. Ketchum's battery sent only one section. Treat it as a two-gun battery in this scenario.
- e) 1 Corps Composite force: 13 TN and 22 TN are from Russell's brigade, 154 TN from Johnson's brigade, and 5 TN and 33 TN from Stewart's brigade. These regiments are under Polk's direct command, as if he were a brigade commander, except that he can never be Out of Command (his units can). They function as one brigade for all purposes and activate using Polk's Efficiency and the Polk Command AMs. The brigade starts with Fatigue 1. Polk may change its orders during the Division Orders Phase [SR 3.0 II.C]. For Brigade Orders Change, treat Polk as a brigadier with a "Normal" profile and an Orders Change rating of zero. Polk moves during the Commander Movement Phase. (Various regiments of the Confederate left wing joined the attack north of Duncan field.)
- f) Trabue's brigade is Fatigue OK (it came from the left late in the day and sealed the northern escape paths). Morgan's cavalry unit does not participate. For Combat Effectiveness count only the units present with Trabue. Trabue receives 3 AMs for the 5 PM turn regardless of Breckinridge's Efficiency. For the 6 PM turn calculate his AMs normally, except that his brigade receives a minimum of two.



30.5

The Road to Pittsburg Landing

“Maintain that position at all hazards.”

~ Ulysses S. Grant

Scenario 5 - Introduction

This scenario's start depicts the situation on the western part of the field as it was after the Confederates cleared Sherman's second line of defense on the Hamburg-Purdy road, and before the Sherman/McClerland counterattack. On the eastern part of the field, the Confederate assault on the Hornet's Nest is about to begin. The scenario thus models the afternoon battle.

Confederate Specific Rules

- Hardee commands Hindman's three brigades directly (**Exception** to BB 4.21. Hindman was out of action by 11:30).
- GA Dragoons and Jenkins' Cavalry are assigned to Withers in this scenario.
- Cleburne's three units on the Confederate left, 15 AR, 24 TN, and 35 TN, start the scenario attached to Pond. Any or all may be reassigned to Cleburne during any “Determine Chain of Command” segment [SR 3.0 II.A]. Assess Cleburne's Combat Effectiveness using the units currently assigned to him. When reassigning units to Cleburne, his Fatigue Level is the greater of either Pond's or his own.
- Bragg may directly command one brigade per turn, either Gibson's or that of Gladden's replacement. Withers' +1 Activation Rating does not apply to Gladden's brigade when it is under Bragg's direct command.
- Cheatham uses Polk's Efficiency and may trace a chain of command directly to Johnston. This is in addition to Johnston's ability to directly command two brigades per turn.

Union Specific Rules

- 14 MO SS and 81 OH (McArthur's 2/2/T brigade) may not activate until an enemy unit moves within LOS or they start a turn within Grant's command radius. They may then be assigned to any brigade(s), but activate under the Unassigned AMs until starting a turn within their assigned brigadier's Command Range.

***HISTORICAL NOTE:** These two regiments were sent to guard the Snake Creek Bridge early in the day to safeguard the approach of Lew Wallace's division. At some point Grant ordered 81 OH to the Union right wing. 14 MO remained on guard duty longer than 81 OH, but later clashed with Confederate cavalry in Glover Field. For the sake of simplicity we are treating both units the same way.*

- 13 MO (McArthur's 2/2/T brigade) starts attached to McDowell (1/5/T).
- 50 IL of Sweeny's 3/2/T brigade starts attached to McArthur's 2/2/T brigade. McArthur starts Out of Command.
- Stuart's 2/5/T brigade may be attached to any division during any Determine Chain of Command Phase [SR 3.0 II.A]. After being attached it may not be reassigned to another division, except to Sherman's.

- 23 MO may be attached to either Peabody 1/6/T or Miller 2/6/T at the start of the scenario.
- Veatch's 2/4/T brigade is attached to McClerland's division (1/AoT).
- The units/brigades listed above may be reassigned to their original commands during any Determine Chain of Command Phase [SR 3.0 II.A].
- Follow the Battle Events Chart to determine the number of Battle Events chits to add to the AM Pool.
- 15 IA, 16 IA, and 15 MI may be assigned to any Union brigade(s) during the Determine Chain of Command Phase [SR 3.0 II.A], but may not be reassigned afterward. Until assigned, they activate with the Unassigned AM and track Fatigue separately. When assigned, the brigade's Fatigue is the greater of the unit's or the brigade's.

Map

This scenario uses both full-size maps.

Game Length

The Scenario starts at 11 AM and continues until the end of the 6 PM turn.

Initiative

The Confederates have the initiative on the first Turn (11 AM). Thereafter use the usual process.

Victory

Use the victory conditions for the “Shiloh: Bloody April” scenario [BB 30.1] with the following changes.

- Omit the VPs awarded prior to 11 AM for control of fields.
- Determine Brigade Combat Effectiveness based on units currently attached to the brigade. 16 WI (1/6/T) for the Union and 2 TN (2/-/3) for the Confederates have been eliminated in earlier fighting and do not count in this determination.
- On-map Brigades that start CI count for VP.
- For purposes of determining Division Combat Ineffectiveness for Sherman's division (5/T), Stuart's brigade (2/5/T) counts unless attached to a different division. Hildebrand's brigade (3/5/T) counts.

***PLAY NOTE:** The Confederates start the game with a 4 VP advantage due to brigades starting the game CI (including Hildebrand's), and due to artillery losses previously incurred by both sides (Burrows Bty (1/T) and Waterhouse Bty (5/T) for the Union, and Polk Bty (1/2/1) for the Confederates).*

Efficiency

- The Confederate Efficiency pool is 1 × 1E, 3 × 2E, 4 × 3E, 1 × 4E
- The Union Efficiency Pool is 2 × 1E, 5 × 2E, 3 × 3E, 1 × 4E

Setup

- Leaders appear in **boldface**. An “**R**” following the leader's name indicates that his replacement is in use.
- **Numbers** in parentheses following a unit represent the unit's current strength, if different from its original strength.
- Fatigue levels and Combat Ineffectiveness at start are listed in the Notes following each setup chart.

- Reinforcements are the same as those for the “Shiloh: Bloody April” scenario [30.1]. Start with the 11 AM turn.
- Units may be faced as the players desire.
- All commands start under Advance or Attack orders.



Union Setup

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
N4726	Grant	AoT
N6325	Markgraf Bty	AoT
N6122	Powell Bty	AoT
N6022	Silversparre Bty	AoT
N4517	Bouton Bty	AoT
N6019	15 MI (12)	AoT
N3630	McClernand	1/AoT
N3630	Marsh ^a , 45 IL (9), 48 IL (6)	2/1/T
N3529	11 IL (5), 20 IL (7)	2/1/T
N3429	Raith ^a (R), 17 IL (6), 29 IL (5)	3/1/T
N3528	43 IL (6), 49 IL (7)	3/1/T
N3323	1st Bn 4 IL Cav	1/AoT
N3423	C&S IL Cav	1/AoT
N3325	McAllister Bty (3), Dresser Bty (2)	1/AoT
N3624	Schwartz Bty a (1) & b (1)	1/AoT
N3831	11 IA (11)	1/1/T
N3931	Hare ^a , 13 IA (9)	1/1/T
N4032	18 IL (3)	1/1/T
N4132	8 IL (7)	
N3228	Sherman	5/AoT
N3228	Buckland ^b , 48 OH (6), 72 OH (1)	4/5/T
N3522	70th OH (10)	4/5/T
N3127	McDowell ^a , 46 OH	1/5/T
N3126	40 IL (10)	1/5/T
N3227	13 MO	2/2/T
N3027	6 IA	1/5/T
N3820	Thielmann Cav	5/AoT
N3721	2&3 Bn 4th IL Cav	5/AoT
N3424	Taylor Bty	5/AoT
N3621	Morton Bty a (1)	5/AoT
N4633	W. Wallace	2/AoT
S4403	7 IA	1/2/T
S4404	Tuttle , 12 IA	1/2/T
S4404	Richardson Bty	2/AoT
S4302	2 IA	1/2/T
S4302	Stone Bty	2/AoT
S4503	14 IA	1/2/T
N4234	7 IL	3/2/T
S4202	Sweeny , 58 IL	3/2/T
N4434	52 IL	3/2/T
S4501	57 IL	3/2/T
S4505	8 IA	3/2/T
S4505	Welker Bty	2/AoT
S5510	50 IL	3/2/T

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
N4634	C, 2 US & I, 4 US Cav, A&B 2 IL Cav	2/AoT
S5309	12 IL	2/2/T
S5309	Willard Bty	2/AoT
S5410	McArthur , 9 IL	2/2/T
N4306	14 MO SS	2/2/T
N4307	81 OH	2/2/T
S4911	41 IL	1/4/T
S4911	Laing Bty	4/AoT
S5011	Williams , 28 IL	1/4/T
S5107	Hurlbut	4/AoT
S5111	32 IL	1/4/T
S5111	Brontzmann Bty	4/AoT
S5211	3 IA	1/4/T
S4809	31 IN	3/4/T
S4810	Lauman , 44 IN	3/4/T
S4810	Myers Bty	4/AoT
S4811	17 KY, 25 KY	3/4/T
S5208	1 Bn 5 OH Cav	4/AoT
S5209	2 Bn 5 OH	4/AoT
N3629	Veatch ^a , 46 IL (11), 25 IN (4)	2/4/T
N3728	15 IL (7)	2/4/T
N3729	14 IL (10)	2/4/T
S5813	55 IL	2/5/T
S6015	Stuart , 71 OH	2/5/T
S6116	54 OH	2/5/T
S4705	Prentiss	6/AoT
S4504	21 MO (1)	1/6/T
S4504	Munch Bty a (1), b (1)	6/AoT
S4506	Peabody ^b (R), 12 MI (10)	1/6/T
S4606	25 MO (5)	1/6/T
S4502	61 IL (1)	2/6/T
S4607	Miller ^{b,c} , 18 WI (4), 18 MO (2)	2/6/T
S4707	23 MO	-/6/T
S4707	Hickenlooper Bty a (1), b (1)	6/AoT
N5029	1 Bn 11 IL Cav	6/AoT
N5030	2 Bn 11 IL Cav	6/AoT
N3922	15 IA	-/6/T
N4022	16 IA	-/6/T

Union Setup Notes:

- Hare's, Marsh's, Raith's, McDowell's, and Veatch's brigades are Fatigue 0.
- Buckland's, Peabody's and Miller's brigades are Fatigue 1.
- Miller's brigade is CI at start.
- Morton Bty b has been eliminated in previous fighting.



Confederate Setup

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
S2511	Beauregard	AoM
S2705	Polk	1 Corps
S3302	Russell^b , 11 LA (7)	1/1/1
N3234	12 TN (10)	1/1/1
S3202	Clark (R)	1/1
S3202	13 TN (7)	1/1/1
S3203	Bankhead Bty ; 22 TN (9)	1/1/1
N3933	5 TN	2/1/1
S3802	Stewart^b (R) , Stanford Bty	2/1/1
S3902	4 TN (9)	2/1/1
S3901	33 TN (10)	2/1/1
S3903	13 AR	2/1/1
S3602	Johnson^b (R) , 15 TN (5), 154 TN (8)	1/2/1
S3502	Blythe MS (4), 2 TN (2)	1/2/1
S3101	Ruggles	1/2
S3101	20 LA (6), 9 TX (4), Washington Bty	2/1/2
S3002	Anderson^c , 1 FL (1), 17 LA (4), Conf Gd Bn (2)	2/1/2
N2529	Pond^a , 18 LA	3/1/2
N2530	16 LA	3/1/2
N2631	Orleans Gd, Ketchum Bty	3/1/2
N1332	Crescent LA	3/1/2
N1233	38 TN	3/1/2
S2501	4 KY	1/-/R
N2602	Trabue	1/R
N2602	31 AL, 6 KY	1/-/R
S2701	4 Al Bn, 5 KY	1/-/R
S2802	3 KY, Crew's TN Bn	1/-/R
S2804	Morgan Cav	1/-/R
S2903	Byrne Bty	1/-/R
S3102	Cobb Bty	1/-/R
S4208	Cheatham	2/1
S4208	Stephens , 9 TN, Smith Bty	2/2/1
S4210	1 MS a Cav	2/1
S4211	1 MS b Cav	2/1
S4107	7 KY	2/2/1
S4308	6 TN	2/2/1
S3404	MS & AL Cav	2/1
S4216	Bragg	2 Corps
S4113	Gibson , 1 AR	1/1/2
S3912	4 LA	1/1/2
S4013	13 LA	1/1/2
S4214	19 LA	1/1/2
S6626	Jenkins Cav	1/2
S6419	Chalmers^a , 5 MS, 10 MS (5)	2/2/2
S5922	Gage Bty	2/2/2
S6118	Withers	2/2

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
S6118	52 TN	2/2/2
S6319	7 MS (9), 9 MS (9)	2/2/2
S4514	Gladden^{c,d} (R) , 22 AL (6), Robertson Bty	1/2/2
S4515	26 AL (2), 1 LA (2)	1/2/2
S4615	21 AL (4)	1/2/2
S4414	25 AL (5)	1/2/2
S5718	2 TX	3/2/2
S5820	19 AL	3/2/2
S5823	Girardey Bty	3/2/2
S5919	Jackson , 18 AL	3/2/2
S6020	17 AL	3/2/2
S6526	1 AL a Cav	2/2
S6627	1 AL b Cav	2/2
S3604	7 AR (8), 3 Confederate (3)	1/1/3
S3605	2 AR (6)	1/1/3
S3704	Shaver^c , 6 AR (7)	1/1/3
S3706	Hardee	3 Corps
S3806	Swett Bty	1/1/3
S3807	Miller Bty	1/1/3
N2532	35 TN (4), 15 AR (5)	2/-/3
N2632	24 TN (6)	2/-/3
S3308	Hubbard Bty	2/-/3
S3408	23 TN (6)	2/-/3
S3409	6 MS (2), Trigg Bty	2/-/3
S3410	Cleburne , Calvert Bty	2/-/3
S6525	GA Dragoons	3/1/3
S3405	Wood^c (R) , 3 MS (3), 27 TN (3)	3/1/3
S3505	8 AR (3), 9 AR Bn (1), 44 TN (2)	3/1/3
S3805	16 AL (4), 55 TN (2)	3/1/3
S3808	Harper Bty	3/1/3
S4618	Breckinridge	R Corps
S4716	Watson Bty	2/-/R
S4817	9 AR, Hudson Bty	2/-/R
S4917	Bowen	2/R
S4917	10 AR, 2 Confederate	2/-/R
S5018	1 MO	2/-/R
S4319	Rutledge Bty	3/-/R
S4418	22 MS, 28 TN	3/-/R
S4419	Statham	3/R
S4419	15 MS, 20 TN	3/-/R
S4619	45 TN	3/-/R
S4215	Johnston	AoM
S4220	McClung Bty	AoM
S3929	Roberts Bty	AoM

Confederate Setup Notes:

- a) Pond's and Chalmers' brigades are Fatigue OK.
- b) Johnson's, Russell's and Stewart's brigades are Fatigue 0.
- c) Anderson's, Gladden's, Shaver's, and Wood's brigades are Fatigue 1.
- d) Gladden's brigade is CI at start.

30.6

The Sherman/McClerland Counterattack

“Go in where the fight is the thickest.”

~ William Hardee

Scenario 6 - Introduction

This short scenario covers the counterattack at noon by units from Sherman's and McClernand's commands and the Confederate response.

After the Confederate attack on Sherman's and McClernand's Purdy Road position, the two Union divisions retreated into Jones field to reorganize. There they found two of Prentiss's regiments (15th and 16th Iowa) sent by Grant and a regiment (13th MO) sent by W. Wallace.

The Iowa regiments went forward and blunted Confederate general Russell's advance. When the Confederates failed to advance further, the two Union generals formed about half their regiments for a counterattack. The attack caught the Rebels by surprise and led to the loss of Cobb's battery. All of Marsh's camps were temporarily recaptured together with McClernand's headquarters. However, the Confederates soon recovered and returned to the attack, slowly pushing the Yankees back.

The counterattack and the Confederate response consumed two valuable hours and slowed the Confederate drive towards Pittsburg Landing.

Specific Rules

- Consider each brigade on both sides (along with its attached units) as complete for purposes of calculating Combat Effectiveness.
- There are no reinforcements.
- March Orders may not be used.
- No unit may *end* movement east of the 38xx hex row. If it does not move, it may remain east of that hex row.

PLAY NOTE: Yes, this means Veatch's brigade must start under Advance Orders.

- Add one Battle Events chit to the AM Pool per turn.
- Each of the three Union brigade leaders may change orders once during the 12 PM turn without a die roll [SR 6.2].

Union Command

Only eleven or twelve (sources vary) Union regiments participated in the attack. Those units are designated “Union Attack Regiments”. The regiments consist of two groups:

Group 1 includes the four regiments that trace command to McDowell during the scenario: McDowell's three regiments (6 IA, 46 OH, and 40 IL), and the 13 MO from McArthur's brigade of Wallace's division. The 13 MO is attached to McDowell for this scenario. McDowell is automatically In Command during the 12 pm turn. He traces command to Sherman during the 1 pm turn.

HISTORICAL NOTE: This western group ran into Trabue's brigade and did not make much headway.

Group 2 includes seven regiments from the commands of Marsh (45th IL, 20th IL, and 11th IL), Veatch (46th IL and 15th IL), Hare (11th IA), and Raith (43rd IL). At the start of the scenario 11th IA is attached to Marsh, and 43rd IL is attached to Veatch. Marsh and Veatch trace command to McClernand.

HISTORICAL NOTE: General McClernand moved forward with this group. This eastern group took Cobb's battery and recovered Marsh's camps and McClernand's headquarters before being forced to retire slowly as the Confederates responded to the counterattack.

Union units not designated as ‘attack regiments’ for the 12 PM turn include the Union artillery, 15 IA and 16 IA. The artillery activates with the McClernand AMs during 12 PM and under the division's AMs during 1 PM. 15 IA and 16 IA may not move during the 12 PM turn, but may use phasing and non-phasing fire. They may change facing by one vertex per Activation. Both regiments are released from these restrictions at the start of the 1 PM turn or sooner if any Confederate unit fires at them or moves within two hexes of them.

The Union player assigns 15th and 16th Iowa to a brigade during the Replacement/Recovery Phase of the 12 PM turn. They are regarded as In Command for the 1 PM turn.

PLAY NOTE: Assigning these two regiments may thus prevent a Union brigade from being CI.

Confederate Command

The Confederates have six brigades in line from left to right: Pond, Russell, Trabue, Anderson, Johnson, and Stewart.

HISTORICAL NOTE: Four of these brigades were somewhat diminished by this point. Two of them, Pond and Trabue, were relatively fresh.

Command status is determined in the usual way, with the following exceptions.

- Ruggles is considered In Command and uses Bragg's Efficiency draw to calculate AMs.
- All three First Corps brigades trace a chain of command directly to Polk.
- Trabue traces a chain of command directly to Hardee and activates using Hardee's Efficiency.
- Cleburne's three regiments are attached to Pond (Cleburne is not present).
- 5 TN is attached to Russell's brigade for this scenario.
- 12 TN is attached to Stewart's brigade for this scenario.
- In addition to the above assignments, Confederate corps commanders may directly command one other brigade in their Command Range.

Beauregard may use his Initiative Rating to increase either Polk's or Hardee's Efficiency for the 1 PM turn if within range.

Trabue's Lost Units

Around 11:30 Trabue received orders to send 3 KY, 4 AL Bn, and Crew's TN Bn “to the right” to support Anderson. No source we consulted seems to know how these units fared for the rest of the day. Thus, proceed as follows:

- During the 12 PM turn 3 KY, 4 AL Bn, and Crew's TN Bn are under Advance Orders and may not move. They may use both phasing and non-phasing fire. They may change facing by one vertex when they activate.
- If enemy units move adjacent to or fire on any of these three units, they are free to move during their next Activation. "Mistaken Fire" does not qualify as enemy fire.
- During the Division Orders Phase [SR 3.0 II.C] at the start of the 1 PM turn the Confederate player rolls one die for each of these three units. On a roll of 0-4 the unit is free of the above restrictions.

Confederate Surprise

A Union "attack" unit triggers Surprise by moving adjacent to or firing on a Confederate unit. When Surprise is triggered, all Confederate units in the scenario (including artillery but with the exception of Trabue's brigade and Cobb's battery) immediately UDD using a +1 DRM before any Confederate Return Fire and before the Union player takes any other actions. Any unit that fails is Disordered (no effect if already Disordered).

For the remainder of that Union Activation,

- All Confederate non-phasing fire, including any Return Fire against a phasing Union unit that triggered surprise, is subject to a -1 DRM (again Trabue's brigade is excepted).
- No Confederate unit may use Prepared Fire.
- Union regiments receive a +1 Shock Resolution DRM.
- Confederate artillery may not use approach fire or reaction movement

Map

This scenario is played on the small Scenario 6 map. The map edge is the boundary for this scenario.

Game length

The scenario starts with the 12 Noon turn and continues until the end of the 1 PM turn.

Initiative

For the 12 PM turn only McClernand AMs are initially placed in the AM Pool. Place Confederate AMs into the AM Pool immediately after the end of the Union Activation in which Surprise occurs (see above). Roll for Initiative normally for the 1 PM turn.

Victory

The side that occupies or was the last to pass through three of the following five hexes at the end of the scenario wins the game: McClernand's headquarters (hex N3434) and the four Marsh regimental camps (hexes N3233, N3331, N3329, and N3428).

Efficiency

For the 12 PM turn all Union units activate upon McClernand's AM draws. McClernand does not draw Efficiency. He has 4 AMs for the 12 PM turn and 3 AMs for the 1 PM turn. For the 1 PM turn Sherman draws Efficiency, and his brigade (McDowell) activates when the Sherman AMs are drawn. The US Efficiency Pool for the 1 PM turn is 1x2E, 1x3E.

For the 12 PM turn the Confederates do not draw Efficiency. Each division with units on the field, including the Reserve Corps, receives 1 AM, whether In Command or not. These include the divisions of Ruggles, Clark, Cheatham, and the Reserve. The Confederates draw Efficiency in the normal manner for the 1 PM turn. The Confederate Efficiency Pool is 1 × 1E, 3 × 2E, 4 × 3E, and 1 × 4E (number of chits × Efficiency value).

Setup

- Leaders appear in **boldface**.
- An "**R**" following the leader's name indicates that his replacement is in use.
- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections
- A **number** in parentheses denotes the unit's starting strength when less than its printed strength.
- Starting Fatigue levels are listed in the Notes following each setup chart.



Union Setup

Location	Unit/Leader	Command
N3124	46 OH	1/5/T
N3225	Sherman	5/AoT
N3225	6 IA	1/5/T
N3325	McDowell , 40 IL (10)	1/5/T
N3325	McAllister Bty (3)	1/AoT
N3424	Taylor Bty	5/AoT
N3425	Dresser Bty (2)	1/AoT
N3426	13 MO	2/2/T (attached to McDowell)
N3526	Marsh , 11 IL (5), 20 IL (7)	2/1/T
N3624	Schwartz Bty a(1), b (1)	1/AoT
N3627	11 IA (11)	1/1/T (attached to Marsh)
N3725	16 IA (13)	-/6/T
N3727	McClernand	1/AoT
N3727	45 IL (9)	2/1/T
N3826	15 IA (12)	-/6/T
N3828	43 IL (6)	3/1/T (attached to Veatch)
N3928	Veatch ^a , 15 IL (7)	2/4/T
N4029	46 IL (11)	2/4/T

Union Setup Notes:

- Veatch must start under Advance Orders.
- All US brigades start with Fatigue 0.



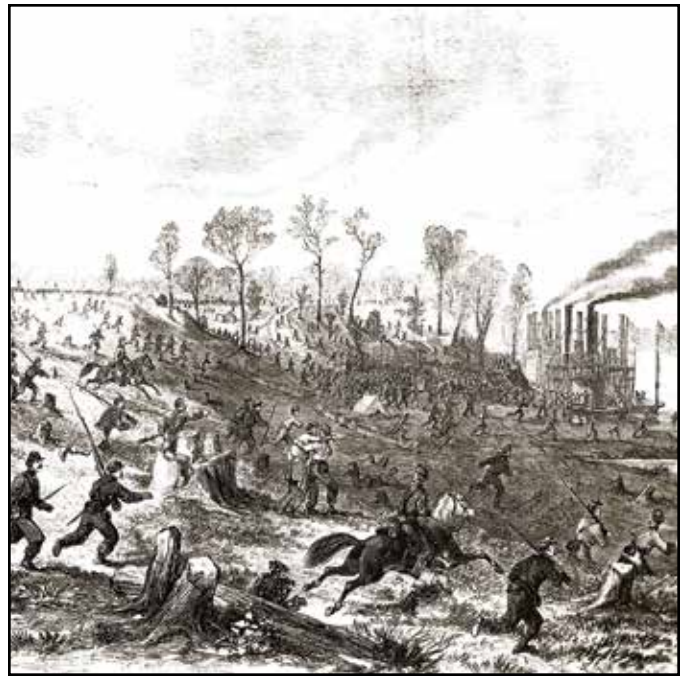
Confederate Setup

Location	Unit/Leader	Command
N2428	18 LA, Ketchum Bty	3/1/2
N2429	Orleans Gd	3/1/2
N2528	Pond, 16 LA	3/1/2
S2804	Beauregard	
N2629	15 AR (5), 24 TN (6), 35 TN (4)	2/-/3
N2729	Russell ^a , 22 TN (9), 11 LA (6)	1/1/1
N2830	5 TN	2/1/1 (attached to Russell)
N2831	4 KY	1/-/R
N2832	Hardee	3 Corps
N2832	Trabue, 31 AL	1/-/R
N2931	6 KY	1/-/R
N3032	5 KY	1/-/R
N3131	Cobb Bty	1/-/R
S3202	3 KY	1/-/R
S3302	4 AL Bn	1/-/R
S3203	Crew's TN Bn	1/-/R
N3133	Ruggles	1/2
S3101	Polk	1 Corps
S3101	Anderson ^b , 9 TX (4), 20 LA (6)	2/1/2
N3232	1 FL Bn (1), 17 LA (4)	2/1/2
N3233	Washington Bty	2/1/2
N3332	Johnson ^a (R), 15 TN (5)	1/2/1
N3333	2 TN (2), 154 TN (8)	1/2/1
N3433	Blythe MS (4)	1/2/1
N3434	4 TN (9)	2/1/1
N3533	33 TN (10)	2/1/1
N3634	Stewart ^a (R), 13 AR	2/1/1
S3701	12 TN (10)	1/1/1 (attached to Stewart)

Confederate Setup Notes:

a) Russell's, Johnson's, and Stewart's Brigades start with Fatigue 0.

b) Anderson's brigade starts with Fatigue 1. The Confederate Guards Battalion does not participate in this scenario. Even its commander was a little unsure of its whereabouts after the morning fighting.



30.7

The Final Confederate Attack

"Drive them into the river."

~ Braxton Bragg

Scenario 7 - Introduction

This scenario covers the final attack on Grant's last line. The actual Confederate attack was half-hearted at best. Thus, regard the scenario as an historical "what-if".

Specific Rules

- Consider all Confederate units In Command for the 6 PM turn for Activation and Division Orders purposes.
- Add two Battle Events chits to the AM Pool for the 6 PM turn only.
- Confederate non-artillery units with 25% or less of their original strength are Collapsed.

EXAMPLE: a unit with an original strength of 7 SP collapses when it is reduced to 1 SP. A unit with an original strength of 8 SP collapses when it is reduced to 2 SP.

HISTORICAL NOTE: Most Confederate regiments were drastically reduced by this time, but unlike Union units, much of the reduction was due to looting and straggling, rather than a panicked refusal to fight.

- Combat Ineffectiveness for Confederate brigades is assessed using only on-map units. Confederate divisions (including the Reserve Corps) are CI only if all their brigades are.

HISTORICAL NOTE: The Hornet's Nest collapsed so late that many Confederate units were a significant distance from their commands when ordered forward.

- At the start of the scenario each player may assign whatever orders he wishes to all In Command brigades, individual unbrigaded cavalry units, and to individual unassigned cavalry units if attached to divisions.
- Union reinforcements arrive according to the Union Reinforcement chart in BB 30.1, “Shiloh: Bloody April”.

Map

This scenario uses the north map.

Game Length

The scenario starts with the 6 PM turn and continues until the end of the first Night turn (7 PM - 8 PM).

Initiative

The Confederates have the initiative for the 6 PM turn.

Victory

- The Confederates win if CSA infantry occupies any Pittsburg Landing hex, including field boundaries, at game’s end.
- The Confederates achieve a Draw if: CSA infantry eligible to change orders in the Division Orders Phase [SR 3.0 II.C] of the next turn (if there were one) occupies at least one hex along the Hamburg-Savannah Road from N4517 northward, plus one hex along the Farm Lane from N4518 to N5420, with infantry at scenario’s end, or were the last to move/Advance through them.
- The Union wins by preventing the Confederates from achieving a draw or a victory.

Efficiency

- All Confederate divisions have Efficiency 4 for both turns, subject to the usual modifications. Efficiency for the unassigned Confederate units is 3 for both turns.
- The Union Efficiency Pool is $2 \times 1E$, $5 \times 2E$, $3 \times 3E$, $1 \times 4E$. For Union Unassigned, treat an Efficiency draw of four as a three.

Setup

- Leaders appear in **boldface**.
- An “**R**” in parentheses following the leader’s name indicates his replacement is in use.
- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections.
- A **number** in parentheses denotes the unit’s starting strength when less than its printed strength.
- Fatigue levels at start and Combat Ineffectiveness are listed in the Notes following each setup chart.



Confederate Setup

Clark (**R**), Polk, Breckinridge, Bragg, Withers, and Ruggles set up as the Confederate player desires.

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
On the Farm Lane, N4019-N4219; one unit per hex	Stewart ^a (R), 4 TN (7), 5 TN (7), 33 TN (7)	2/1/1
Within 1 hex of N5830	Stanford Bty ^d	2/1/1
Within 1 hex of N5830	Ketchum Bty ^d	3/1/2
On the Farm Lane, N3422-N3720; one unit per hex	Russell ^a , 12 TN (7), 13 TN (6), 22 TN (7), Bankhead Bty	1/1/1
Within 2 hexes of N4322	Pond ^a , 16 LA (3), 18 LA (2), Crescent LA (9), Orleans Gd (2), 38 TN (8)	3/1/2
Within 2 hexes of N4723	Cheatham , 1 MS a Cav, 1 MS b Cav, MS & AL Cav	2/1
Within 1 hex of N5324	Anderson ^{b,c} , 17 LA (1), 20 LA (2), 9 TX (1), Conf Gd Bn (2), Washington Bty	2/1/2
Within 1 hex of N5324	Jenkins Cav	1/2
Within 1 hex of N5525	Gladden ^b (R), 22 AL (4), 1 LA (1)	1/2/2
Within 2 hexes of N5926	Chalmers ^a , 5 MS (5), 7 MS (3), 9 MS (5), 10 MS (2), Gage Bty	2/2/2
Within 2 hexes of N5726	Jackson ^a , 17 AL (5), 19 AL (4), Girardey Bty	3/2/2
Within 1 hex of N5128	1 AL a Cav, 1 AL b Cav	2/2
Within 2 hexes of N4824	Cleburne ^b , 15 AR (3), 35 TN (1), 23 TN (6), 24 TN (6), Trigg Bty, Calvert Bty, Hubbard Bty	2/-/3
Within 2 hexes of N5025	Wood ^b , 8 AR (3), 9 AR Bn (1), 27 TN (3), GA Dragoons Cav, Harper Bty	3/1/3
Within 1 hex of N6030	Bowen ^{a,c} (R), 9 AR (1), 10 AR (2), 1 MO (5), Hudson Bty, Watson Bty	2/R
Within 2 hexes of N5629	Statham ^{b,c} , 15 MS (1), 22 MS (4), 19 TN (2), 28 TN (2), 45 TN (1), Rutledge Bty	3/R
Within 2 hexes of N6128	Trabue ^b , 31 AL (3), 4 KY (4), 5 KY (2), 6 KY (2), Crew’s TN Bn (1), Morgan Cav	1/R
Within 1 hex of N5127	McClung Bty, Roberts Bty	AoM
Within 1 hex of N4121	8 TX a Cav, 8 TX b Cav	AoM
N4831	Hardee	3 Corps
N4930	Beauregard	AoM

Confederate Setup Notes:

- The following brigades start with Fatigue 1: Russell, Stewart (**R**), Pond, Chalmers, Jackson, Bowen.
- The following brigades start with Fatigue 2: Anderson, Gladden, Cleburne, Wood, Statham, Trabue.
- The following brigades are CI: Anderson, Bowen, Statham.
- The Stanford and Ketchum batteries may be assigned to the Reserve Corps and activate as a separate brigade of that corps.



Confederate Reinforcements

Time and Entry Hex	Unit/Leader	Command
6PM; N5033	Adams a Cav, Adams b Cav	AoM



Union Setup

The Union player must place the *Lexington* and *Tyler* in any river hex before the CSA player sets up.

Location	Unit/Leader	Command
N5518	Grant	AoT
N5518	Buell	AoO
N6325	Markgraf Bty	AoT
N4915	McClelland ^d , 1 Bn 4 IL Cav	1/AoT
N5321	Hare ^{a,c} , 8 IL (5), 18 IL (1), 11 IA (1)	1/1/T
N5422	13 IA (6)	1/1/T
N4416	Marsh ^{a,c} , 45 IL (4), 48 IL (1)	2/1/T
N4820	Raith ^a (R), 49 IL (6)	3/1/T
N4920	17 IL (6), 43 IL (1)	3/1/T
N5722	29 IL (1)	3/1/T
N5722	Madison Bty	AoT
N5015	C&S IL Cav	1/AoT
N4816	McAllister Bty (3)	1/AoT
N5221	Tuttle ^b , 2 IA (7), 7 IA (6)	1/2/T
N5120	McArthur ^b (R), 9 IL (2), 13 MO (3)	2/2/T
N5120	Willard Bty a (1)	2/AoT
N4716	12 IL (5)	2/2/T
N4517	14 MO SS	2/2/T
N4517	Bouton Bty	AoT
N4417	81 OH (7)	2/2/T
N6122	Sweeny ^b (R), 7 IL (6)	3/2/T
N6122	Stone Bty	2/AoT
N6122	Dresser Bty (1)	1/AoT
N6222	50 IL (6)	3/2/T
N6222	Silversparre Bty	AoT
N5820	52 IL (5)	3/2/T
N5822	57 IL (5)	3/2/T
N5421	Welker Bty	2/AoT
N4310	C, 2 US & I, 4 US Cav	2/AoT
N4312	A&B 2nd IL Cav	2/AoT
N6220	Hurlbut ^d	4/AoT
N5522	Williams ^{b,c} (R), 28 IL (3), 32 IL (5), 41 IL	1/4/T

Location	Unit/Leader	Command
N5522	Schwartz Bty	1/AoT
N5320	3 IA (1)	1/4/T
N6022	Veatch ^{a,c} , 14 IL (5)	2/4/T
N6022	Brontzmann Bty a (1), b (1)	4/AoT
N5521	15 IL (4)	2/4/T
N5020	46 IL (4)	2/4/T
N5621	Lauman ^{b,c} , 31 IN (5), 44 IN (2), 25 KY (3)	3/4/T
N5621	Richardson Bty	2/AoT
N6119	1 Bn 5 OH Cav	4/AoT
N6019	2 Bn 5 OH Cav	4/AoT
N5118	Sherman ^d , Thielmann Cav	5/AoT
N5922	McDowell ^{a,c} , 40 IL (2) 6 IA (3), 46 OH (5)	1/5/T
N6321	Stuart ^{a,c} , 54 OH (5)	2/5/T
N4619	Hildebrand ^{a,c} , 53 OH (3)	3/5/T
N4518	Buckland ^a , 48 OH (6), 72 OH (1)	4/5/T
N4518	Taylor Bty	5/AoT
N4719	70 OH (10)	4/5/T
N4719	Morton Bty a (1)	5/AoT
N5218	2&3 Bn 4 IL Cav	5/AoT
N6421	15 IA ^e (3)	-/6/T
N4818	16 IA ^e (6)	-/6/T
N5719	1 Bn 11 IL Cav ^e	6/AoT
N5619	2 Bn 11 IL Cav ^e	6/AoT
N5519	Hickenlooper Bty ^e a (3)	6/AoT
N6324	Munch Bty ^e a (3), b (1)	6/AoT
N6422	Nelson	4/AoO
N6322	Ammen ^f , 36 IN	10/4/O
N6322	Powell Bty	AoT
	W. Wallace ^g (R)	2/T

Union Setup Notes:

- The following Union brigades start at Fatigue 1: Hare, Marsh, Raith, Buckland, McDowell, Stuart, Hildebrand, Veatch.
- The following Union brigades start at Fatigue 2: Tuttle, McArthur, Sweeny, Williams, Lauman.
- The following Union brigades are CI: Hare, Marsh, Williams, Veatch, Lauman, McDowell, Hildebrand, Stuart.
- The following Union divisions are CI: McClelland, Hurlbut, Sherman.
- Prentiss's (6/T) units activate with the Unassigned AM. 15 IA and 16 IA start at Fatigue 1. Track their Fatigue individually.
- Ammen's brigade (Nelson's division) starts at Fatigue 0.
- W. Wallace's replacement (2/T) sets up as the Union player desires.



30.8

The Second Day

"Lick 'em tomorrow."

~ Ulysses S. Grant

Scenario 8 - Introduction

This scenario covers the second day Union attack on April 7, 1862. Grant was determined to turn Shiloh into a Union victory. During the night, he was reinforced by Lew Wallace's 3rd Division and elements of three divisions from Buell's Army of Ohio. The Army of Mississippi was so confident of victory that it did not reorganize overnight. As a result, its command structure remained as jumbled as it had been at the end of the first day's fighting. We have endeavored to provide the players with as authentic an order of battle as possible, but for the sake of play we urge the Confederate player, in particular, to make a copy of his order of battle, so that he will know exactly which units activate with a given brigade.

For Confederate players who would prefer to avoid consulting with the OOB we recommend "A Day 2 Variant" (below).

Specific Rules

- April 7th reinforcements arrive per the charts in BB 30.1.
- Add two Battle Events chits to the AM Pool each turn, starting at 8 AM. Ignore Looting results.
- The Union Gunboats are not used in this scenario.
- Green units in good order do not conduct a UDD after retreating before shock [BB 14.1]. *(They certainly weren't as green as they were the day before.)*

Union Special Rules

- A division leader not within the command radius of his army commander during the Determine Chain of Command Phase [SR 3.0 II.A] is Out of Command.
- Lauman's brigade (Hurlbut; 3/4/T) is attached to Sherman's division (5/T) for this scenario.
- 14 WI is attached to Smith's brigade of Crittenden's division (14/5/O).
- 15 MI may be assigned to any Union AoT brigade.
- No Union commands, unbrigaded units, or unassigned units may use March Orders (**Exception:** reinforcements entering at 10 AM or later).
- **General Grant:** Grant remained at the Landing most of the day, forwarding reinforcements to the front. To reflect this, he may not move during the 6 AM and 7 AM turns. Starting with the Commander Movement Phase of the 8 AM turn, this restriction is lifted upon a die roll of zero. For each succeeding turn subtract the number of failed rolls for previous turns. The restriction ends at 2 PM, if it hasn't ended beforehand.
- The 2nd Division and the 6th Division of the Army of Tennessee do not participate in this scenario unless enemy units end a turn east of hex row 40xx and north of hex row Nxx28 (both inclusive). At the start of the next turn the US player sets up these two divisions in the hexes specified. W. Wallace's and Prentiss's replacements may set up with any of their units.

HISTORICAL NOTE: These two divisions had been hardest hit the previous day.

Location	Unit/Leader	Command
N5411	Tuttle, 2 IA (9), 14 IA (4)	1/2/T
N5510	7 IA (7)	1/2/T
N5412	McArthur, 12 IL (5), 13 MO (7)	2/2/T
N5512	9 IL (5)	2/2/T
N5511	81 OH (8)	2/2/T
N5512	14 MO SS	2/2/T
N5413	Sweeny (R), 8 IA (5), 7 IL (10)	3/2/T
N5213	50 IL (9)	3/2/T
N5312	57 IL (9)	3/2/T
N5313	52 IL (10), 58 IL (4)	3/2/T
N5312	Welker Bty b (1), Willard Bty a (1) & b	2/AoT
N5311	Stone Bty, Richardson Bty	2/AoT
N5310	A & B 2 IL Cav, C, 2 US & I, 4 US Cav	2/AoT
N6016	Peabody (R), 12 MI (13)	1/6/T
N5915	21 MO (6), 25 MO (5)	1/6/T
N6015	16 WI (12)	1/6/T
N6017	Miller, 18 WI (9), 61 IL (6)	2/6/T
N5916	18 MO (6)	2/6/T
N5914	23 MO (1), 16 IA (13)	-/6/T
N6114	15 IA (12)	-/6/T
N6014	1 Bn 11 IL Cav	6/AoT
N5913	2 Bn 11 IL Cav	6/AoT
N6115	Hickenlooper Bty a (3), Munch Bty a (3) & b (1)	6/AoT

A Slow Start after a Long Night

The Union attack was slow to develop. To reflect this, each time an AM is drawn for the six listed divisions and the unassigned units, use the following chart to determine whether the division/units in question activate using that AM. The owning player must roll the indicated number in order to move that division or the unassigned units. Failure means that AM is ignored. "No roll" indicates ineligibility to roll during the current turn. "Auto" indicates no roll is needed to move that turn and succeeding turns.

	6 AM	7 AM	8 AM	9 AM	10 AM	11 AM
L. Wallace	0-1	Auto				
Sherman	0	0-1	0-3	0-4	Auto	
McClerland	0	0-1	0-3	0-4	Auto	
Hurlbut	No roll	No roll	0-1	0-3	0-4	Auto
Nelson		0-1	Auto			
Crittenden	0-2	0-5	Auto			
Unassigned	No roll	No roll	0-1	0-3	0-4	Auto

- McCook's division (2/O) does not roll and is not restricted in its movement except for the Continuous Line conditions below.
- Kirk's brigade (5/2/O) is entitled to at least 3 AM during its turn of entry (6 AM) regardless of McCook's Efficiency.

Buell's Continuous Line

Even if they pass their Activation rolls, Nelson's and Crittenden's divisions cannot move unless both the following conditions are fulfilled:

- Rousseau's brigade (4/2/OH) is in Continuous Line, with one or more of its units adjacent to a unit of Smith's brigade (14/5/O).
- Kirk's brigade (5/2/OH) is in Continuous Line, with one or more of its units adjacent to one of Rousseau's.

All three divisions must remain in Continuous Line, with at least one unit of Nelson's division contiguous to Crittenden's, and at least one unit of Crittenden's division contiguous to McCook's, until any element of Buell's army has moved west or south of the line of hexes described below (i.e., crossed that line of hexes; see Confederate Movement).

HISTORICAL NOTE: Buell wanted his forces in line before advancing.

Confederate Special Rules

HISTORICAL NOTE: After the first day, large parts of the Confederate army retired to Sherman's and Prentiss's camps to spend the night. Some of Polk's Corps retired back to their camps of the previous night. Perhaps no more than 28,000 men were available for the 2nd day's fighting. Beauregard and his staff made a serious mistake in waiting until the second day to reorganize, resupply, and reposition the Confederate army.

The Confederate command structure is as follows.

Bragg: Five Brigades, three batteries and one division leader

- Girardey's Bty
- Shaver's Brigade (6 AR, 2 AR, & 7 AR) with 4 TN (from Stewart/Clark) attached
- Smith's Bty
- Wood's Repl. Brigade (44 TN, 16 AL, 27 TN, 8 AR & 9 AR Bn)
- Russell's Brigade (22 TN, 13 TN & 12 TN) with the 33 TN (from Stewart) attached
- Stephens' brigade (6 TN, 9 TN) with 1 LA and 22 AL (from Gladden) attached
- Ketchum's Bty and Pond's Brigade (16 LA, 18 LA, Orleans Guard & 38 TN)
- **Cheatham**

Polk: Four Brigades, one battery, and one division leader.

- Byrne's Bty
- Trabue's Brigade (4 AL, Crew's Bn, 5 KY, 6 KY, 4 KY, 3 KY & 31 AL)
- Anderson's Brigade (1 FL, Confederate Guards, 9 TX & 20 LA) with 11 LA (from Russell)
- Gibson's Brigade (1 AR, 13 LA & 12 TN)
- Cleburne's Brigade (15 AR, 5 TN, 23 TN & 24 TN)
- **Ruggles**

Breckinridge: Three Brigades and four batteries

- Stewart's Repl. Brigade (13 AR) with 2 TN (from Cleburne) attached
- Bankhead's Bty
- Harper's Bty
- Bowen's Repl. Brigade (1 MO, 9 AR, 10 AR & 2 Confederate) and Hudson's Bty
- Statham's Brigade (28 TN, 45 TN, 19 TN, 22 MS, 15 MS & 20 TN)
- Stanford's Bty
- **Clark (R)**

Hardee: Four Brigades, three batteries, and one division leader

- Chalmers' Brigade (7 MS, 10 MS, 9 MS, 5 MS, 52 TN)
- Gladden's Repl. Brigade (21 AL, 26 AL, 25 AL) and Robertson's Bty
- Jackson's Repl. Brigade (19 AL, 2 TX)
- Johnson's Repl. Brigade (154 TN, Blythe, 2 TN, 15 TN) with 5 TN (from Stewart) and 1st TN (from Stephens), 19 LA (from Gibson) and Crescent LA (from Pond) attached.
- Washington Bty
- McClung's Bty
- Clanton Cav
- 1 AL a & b Cav
- **Withers**

This ad hoc command structure replaces the formal command structure of the previous day.

- Division leaders trace command to their assigned corps commander.
- Brigades not subordinate to the division leader in their group trace directly to their assigned corps commander.
- The artillery in each group activates as a separate brigade.
Exception: Artillery whose natural brigade leader is a part of the group may activate with its brigade.

HISTORICAL NOTE: From left to right, the four Confederate Corp Commanders took command of sectors in the line. Bragg was on the left, then Polk, Breckinridge and Hardee.

Confederate Movement. The Confederate battle line took hours to form. For the sake of simplicity, the setup represents it as it stood around 10 AM. Units assigned to the corps of Bragg, Polk, Breckinridge, and Hardee (see the lists above) may activate normally only under the following conditions prior to 10 AM (when all restrictions cease):

- They start the Activation within LOS of one or more enemy combat units that have crossed the following geographic features or hexes: Tilghman's Branch from its confluence with Owl Creek to hexside N4023/N4122; the line of hexes N4122 to N5328; Dill Branch to the Tennessee River. Only the corps so affected may then move.
- During the turn *after* establishing LOS as described above, *all* corps and units activate normally.

- If Union movement fails to fulfill the above conditions, all CSA corps activate normally at the start of the second turn after any of them suffer artillery fire [BB 10.67], or at 10 AM (whichever occurs earlier).
- Prior to 10 AM, Confederate artillery can return fire, all units can change facing by one vertex, rally, and resupply ammunition, and leaders may move.

Exceptions:

- Pond's brigade including Ketchum's battery (Bragg) and Chalmers' brigade (Hardee) may move whenever activated, but may not cross the geographic features or enter a hex in the line of hexes described above. They may change orders in the Division Orders Phase [SR 3.0 II.C] (if eligible) or via Brigade Orders Change.
- Unless adjacent to units ineligible to move and in their corps commands, Pond's and Chalmers' units trigger Activation as described in "Confederate Movement" (above), but only on the turn following that in which LOS is established. All four large commands activate normally at the start of the *second turn* after Pond and/or Chalmers establish LOS to enemy units that have crossed the indicated line, or at 10 AM (whichever occurs earlier).
- 3 TN a & b Cavalry's may not move until their first Activation following any instance in which they have LOS to Union units that have moved south of the geographic features/line of hexes indicated above. They may then move without restriction. When activated prior to that, they may change facing by one vertex or attempt to Rally. They defend normally and may use Reaction Movement even before the Union crosses the indicated geographic features/line of hexes.

HISTORICAL NOTE: N. B. Forrest's 3 TN was posted as skirmishers on the morning of April 7th.

- Starting with the first Hardee Activation of the turn after that in which 3 TN's restrictions are lifted, Hardee may roll to remove his corps' movement restrictions (if they have not been removed due to some other cause). A roll of 0-5 removes his restrictions. If he fails, he may roll during each succeeding Activation, with a -1 DRM for each previous failed roll.
- 47 TN enters under March Orders as a 6 AM reinforcement. It may be assigned to any brigade and assumes the orders of that brigade when starting a turn within the brigadier's Command Range.

The Confederate Bivouac

Confederate units other than unassigned units and not listed above also start under Advance Orders. They activate as part of the corps to which their brigade or division leader is subordinated. They may not move until that corps is able to move. They remain elements of their brigades and, when they move, it must be toward their brigade leaders (division leaders for unbrigaded units), until one of the conditions below is met:

- They start an Activation within their leader's Command Range,
- They have been fired upon by enemy small arms/canister or shocked,
- They start an Activation with LOS to an enemy unit.

They are then free to move as desired. Unbrigaded units move as a separate brigade of their division.

Units in the Bivouac and their brigade/division assignments:

Bragg's Corps

- **Shaver:** 3 Confederate (4), Miller Bty, Swett Bty
- **Wood:** Ga Dragoons, 55 TN (4), 3 MS (5)
- **Stephens:** 7 KY (6)
- **Cheatham:** MS & Al Cav, 1 MS a & b Cav

Polk's Corps

- **Cleburne:** Calvert Bty, Hubbard Bty, Trigg Bty, 6 MS (3)
- **Anderson:** 17 LA (5)
- **Trabue:** Morgan Cav
- **Ruggles:** Jenkins Cav

Breckinridge's Corps

- **Bowen:** Watson Bty
- **Statham:** Rutledge Bty

Hardee's Corps

- **Jackson:** 17 AL (9), 18 AL (6)
- **Chalmers:** Gage Bty

Unassigned: 8 TX a & b Cav, Adams a & b Cav, Roberts Bty

CSA Unassigned Cavalry and Artillery

With the exception of 3 TN a&b (see above), CSA unassigned units activate as they do in the April 6th scenario, but may be attached to corps rather than to divisions. Each unassigned unit may change orders at the start of a turn if within the corps commander's Command Range. No unassigned units may move until the turn all four corps may move.

Confederate AMs

The CSA does not use the division AM markers in this scenario. Instead, for Polk, Bragg, Hardee, and Breckinridge use the AMs featuring corps commander names & battle flags. These AMs activate the entire corps, including the corps' units in the Confederate Bivouac.

Exceptions:

- When Withers is In Command, use one Withers AM in addition to Hardee's Direct Command AMs, in order to represent Withers' +1 Activation Rating.
- Unassigned units use the Unassigned AMs, as usual.

Confederate Starting Orders

All commands in all four corps begin the scenario under Advance Orders. **Exception:** 47 TN (see above).

Map

The scenario uses both full-size maps.

Game Length

The Scenario starts with the 6 AM turn and continues until the end of the 5 PM turn.

Initiative

The Union has the initiative on Turn 1 (6 AM turn). Thereafter, initiative is determined normally. The Union has two army commanders, Grant and Buell. If the Union player chooses to use Grant's +1 Initiative rating to adjust the Initiative roll, and then wins initiative for the turn, the first Union AM played must be for an Army of the Tennessee division.

Victory

- Award 3 VP for each enemy brigade CI at the end of the game. This includes brigades CI at the start of the game. Assess CI status using the units assigned to a brigade by the scenario and, in the case of 47 TN and unbrigaded units, assigned by the players.
- Shift the victory level one in favor of the Union for each of the two major Crossroads it enters with infantry by the end of the 2 PM turn, provided Confederate infantry or artillery do not enter it afterward (HP Road/Corinth Road; HP Road/Eastern Corinth Road).
- At the end of the game, shift the victory level one in favor of the Confederates for each of the two Crossroads unless Union infantry was the last to occupy or enter them.
- At the end of the game, shift the victory level one in favor of the Confederates if their infantry was the last to occupy or move through any Union camps (McDowell's, Morton's, and Stuart's excluded).
- Shift the victory level one in favor of the Union if its infantry occupies or moves through any Sherman or Prentiss camp or HQ by the end of the 4 PM turn and Confederate infantry does not reoccupy or move through it by the end of the game.

Levels of Victory

- **Draw:** 0-5 VP
- **Marginal:** 6-10 VP
- **Tactical:** 11-18 VP
- **Strategic:** 19+ VP

Efficiency

- The Confederate Efficiency Pool is 1 × 1E, 3 × 2E, 4 × 3E, 1 × 4E.
- The Union Efficiency Pool is 2 × 1E, 5 × 2E, 3 × 3E, and 1 × 4E.

Setup

- Leaders appear in **boldface**.
- An “**R**” in parentheses following the leader's name indicates his replacement is in use.
- Unit designations are followed by their higher organization designations.
- Unless otherwise specified, artillery batteries include all their sections.
- A **number** in parentheses denotes the unit's starting strength.
- Fatigue levels at start, if any, are listed in the Notes following each setup chart.



Union Setup

Location	Unit/Leader	Command
N5518	Grant	AoT
N6325	Markgraf Bty	AoT
N6222	Powell Bty	AoT
N6122	Silversparre Bty	AoT
N5722	Madison Bty	AoT
N4518	Bouton Bty	AoT
N6221	15 MI (14)	AoT
N5424	14 WI	AoT
N5117	McClelland	1/AoT
N5219	8 IL (8)	1/1/T
N5319	Hare , 11 IA (9)	1/1/T
N5420	18 IL	1/1/T
N5519	13 IA	1/1/T
N5118	Marsh , 45 IL (7), 48 IL (6)	2/1/T
N5018	11 IL (3), 20 IL (6)	2/1/T
N5116	Raith (R) , 17 IL (7), 29 IL (4)	3/1/T
N5217	43 IL (4), 49 IL (8)	3/1/T
N5218	1 BN 4 IL Cav	1/AoT
N5318	C & S IL Cav	1/AoT
N4815	McAllister Bty (3)	1/AoT
N6023	Dresser Bty (2)	1/AoT
N5521	Schwartz Bty a (2)	1/AoT
N4413	L Wallace	3/AoT
N4416	Smith , 11 IN	1/3/T
N4516	24 IN	1/3/T
N4417	8 MO	1/3/T
N4417	Thompson Bty	3/AoT
N4415	Thayer , 23 IN	2/3/T
N4514	1 NE	2/3/T
N4414	58 OH	2/3/T
N4412	Whittlesey , 20 OH	3/3/T
N4412	Buel Bty	3/AoT
N4212	76 OH	3/3/T
N4312	78 OH	3/3/T
N5819	Hurlbut	4/AoT
N5619	3 IA (7)	1/4/T
N5620	Williams (R) , 32 IL (9)	1/4/T
N5720	28 IL (6), 41 IL (9)	1/4/T
N5920	Veatch , 14 IL (11)	2/4/T
N6020	25 IN (7), 15 IL (8)	2/4/T
N6119	46 IL (11)	2/4/T
N4918	Lauman , 44 IN (6), 25 KY (3)	3/4/T
N5019	31 IN (9), 17 KY (3)	3/4/T
N5820	Laing Bty a (3) & b, Brontzmann Bty a (1) & b (1)	4/AoT
N5919	1 BN 5 OH Cav	4/AoT
N6019	2 BN 5 OH Cav	4/AoT
N4818	Sherman	5/AoT

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
N4818	Hildebrand , 53 OH (11)	3/5/T
N4817	57 OH (6)	3/5/T
N4916	77 OH (9)	3/5/T
N4619	McDowell , 46 OH (9)	1/5/T
N4619	Morton Bty a (3) & b	5/AoT
N4717	40 IL (6)	1/5/T
N4714	6 IA (9)	1/5/T
N4518	Stuart ^a , 55 IL (3), 71 OH (5)	2/5/T
N4517	54 OH (5)	2/5/T
N4620	Buckland , 48 OH (10)	4/5/T
N4622	70 OH (15)	4/5/T
N4722	72 OH (7)	4/5/T
N4917	2 & 3 Bn 4 IL Cav	5/AoT
N5017	Thielmann Cav	5/AoT
N4418	Taylor Bty	5/AoT
N6222	Buell	AoO
N5923	Nelson	4/AoO
N5924	Ammen , 24 OH	10/4/O
N5925	36 IN	10/4/O
N6025	6 OH	10/4/O
N5623	Hazen , 41 OH	19/4/O
N5624	6 KY	19/4/O
N5523	9 IN	19/4/O
N5824	Bruce , 20 KY	22/4/O
N5825	1 KY	22/4/O
N5724	2 KY	22/4/O
N5521	Crittenden	5/AoO
N5521	59 OH	11/5/O
N5422	Boyle , 13 KY	11/5/O
N5322	9 KY	11/5/O
N5522	19 OH	11/5/O
N5224	Smith , 11 KY	14/5/O
N5423	26 KY	14/5/O
N5323	13 OH	14/5/O
N5622	Bartlett Bty, Mendenhall Bty	5/AoO
N5520	1/15 US	4/2/O
N5621	1/16 US	4/2/O
N5721, N5821	1 OH Extended Column	4/2/O
N5921	McCook	2/AoO
N5921, N6021	Rousseau ^b , 6 IN Extended Column	4/2/O
N6120, N6220	5 KY Extended Column	4/2/O
N6320	1/19 US	4/2/O
N6420	Terrel Bty	2/AoO

Union Setup Notes:

a) Stuart's brigade is CI.

b) Rousseau's brigade starts with Fatigue 0.

**Confederate Setup**

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
S2706	Beauregard	AoM
N3233	Polk	1 Corps
N3423	Russell , 22 TN (14)	1/1/1
N3833	11 LA (8)	1/1/1
N3422	12 TN (12)	1/1/1
N3322	13 TN (9)	1/1/1
N3322	Cheatham	2/1
S4508	Clark (R)	1/1
S4508	Stewart (R) , 13 AR (4)	2/1/1
N3428	4 TN (12)	2/1/1
S4811	5 TN (11)	2/1/1
N3323	33 TN (9)	2/1/1
S4105	Stanford Bty	2/1/1
S4911	Johnson (R) , 2 TN (5)	1/2/1
S5012	Blythe MS (4)	1/2/1
S4610	15 TN (6)	1/2/1
S5411	154 TN (9)	1/2/1
S3011	7 KY (6)	1/2/1
N3224	Stephens , 6 TN (6), 9 TN (7)	2/2/1
S4706	1 TN Bn (2)	2/2/1
S4706	McClung Bty	AoM
N3427	Smith Bty	2/2/1
S2911	MS & AL Cav	2/1
S2812	1 MS a Cav	2/1
S2912	1 MS b Cav	2/1
N3026	Bragg	2 Corps
N3729	Ruggles	1/2
N3730	Gibson , 1 AR (10)	1/1/2
N3630	4 LA (8)	1/1/2
N3731	13 LA (9)	1/1/2
S4410	19 LA (4)	1/1/2
S4410	Washington Bty	2/1/2
N3831	Anderson , 20 LA (7), 9 TX (4)	2/1/2
N3832	1 FL (3), Confederate Guards (2)	2/1/2
S2512	17 LA (5)	2/1/2
N3718	Pond , 38 TN (13)	3/1/2
N3618	16 LA (5), 18 LA (6)	3/1/2
N4314	Crescent LA (13)	3/1/2
N3719	Orleans Gd (5)	3/1/2
N3820	Ketchum Bty	3/1/2
S3012	Jenkins Cav	1/2
S4814	Withers , 1 AL b Cav	2/2
S4913	1 AL a Cav	2/2
S5613	Gladden (R) , 21 AL (7)	1/2/2
S4510	25 AL (5)	1/2/2
S5512	26 AL (3), Robertson Bty	1/2/2
N3123	22 AL (6), 1 LA (5)	1/2/2

Location	Unit/Leader	Command
S5913	Chalmers, 7 MS (7)	2/2/2
S5813	9 MS (8), 10 MS (5)	2/2/2
S5713	5 MS (7), 52 TN (2)	2/2/2
S5412	Jackson (R), 19 AL (7)	3/2/2
S5312	2 TX (2)	3/2/2
S2910	17 AL (9), 18 AL (6)	3/2/2
S2910	Gage Bty	2/2/2
N3328	Girardey Bty	3/2/2
S4315	Hardee	3 Corps
N3427	Shaver, 6 AR (8)	1/1/3
N3326	2 AR (8)	1/1/3
N3426	7 AR (10)	1/1/3
S2811	Swett Bty, Miller Bty	1/1/3
S2711	3 Confederate (4)	1/1/3
N3429	Cleburne, 15 AR (5)	2/-/3
S2510	Trigg Bty, Calvert Bty, Hubbard Bty	2/-/3
S2411	6 MS (3)	2/-/3
S4507	2 TN (4)	2/-/3
N3528	35 TN (4), 24 TN (5)	2/-/3
N3527	23 TN (6)	2/-/3
N3425	Wood (R), 16 AL (5), 44 TN (2)	3/1/3
N3424	8 AR (5), 9 AR Bn (2), 27 TN (5)	3/1/3
S2511	3 MS (5), 55 TN (4)	3/1/3
S4506	Harper Bty	3/1/3
S2412	GA Dragoons	3/1/3
S4209	Breckinridge	R Corps
S4209	Bankhead Bty	1/1/1
S4504	Bowen (R), 9 AR (5), Hudson Bty	2/-/R
S4404	10 AR (6), 2 Confederate (3)	2/-/R
S4505	1 MO (8)	2/-/R
S3111	Watson Bty	2/-/R
S3111	Rutledge Bty	3/-/R
S4206	Statham, 22 MS (6), 19 TN (6)	3/-/R
S4105	15 MS (4), 20 TN (3)	3/-/R
S4305	28 TN (4), 45 TN (4)	3/-/R
N4034	Trabue, 5 KY (6), 6 KY (6)	1/-/R
S4002	4 AL Bn, Crew's TN Bn (3), Byrne Bty	1/-/R
N3932	31 AL (5), 3 KY (6)	1/-/R
N4033	4 KY (7)	1/-/R
S3117	Morgan Cav	1/-/R
S2609	8 TX a Cav	AoM
S2610	8 TX b Cav	AoM
S2611	Adams a Cav	AoM
S2710	Adams b Cav	AoM
S2513	Roberts Bty	AoM
N5029	3 TN a Cav	AoM
N5230	3 TN b Cav	AoM

Confederate Setup Note:

Polk's Bty (1/2/1) was destroyed and Cobb's Battery (1/-/R) lost all its horses on Day 1. Neither battery appears in this scenario.



A Day Two Variant

"If this Army doesn't move it will be whipped like Hell."

~ Nathan Bedford Forrest

A Day 2 Variant Introduction.

During the night of April 6th Nathan Bedford Forrest observed significant reinforcement of the Army of Tennessee as several divisions of the Army of Ohio crossed the Tennessee River. Forrest searched for Beauregard's HQ to alert his commander but was unable to find it. This alt-history scenario tests the hypothesis that, had Beauregard reorganized the Confederate lines into a coherent defense overnight, the Confederates would have successfully met Grant's counterstroke on April 7th. The scenario is the same as the historical scenario except as stated below.

Specific Rules

- Do not use the ad hoc Confederate command structure used in the Historical Day 2 scenario. Instead, use the normal Confederate command structure.
- The CSA uses the regular division and Reserve Corps AMs in this variant, rather than the Corps AMs used in the historical scenario.
- The CSA player may freely deploy within the limits specified in the setup (below).

Confederate Movement. Follow the historical scenario's provisions, but ignore the first four exceptions.

Victory

Use the same victory conditions listed for the historical Day 2 scenario, but the Union starts with 5 VP.

Confederate Setup

The scenario allows the Confederate player to freely deploy the units present in the historical scenario anywhere on the map with the exception of the Union deployment zone, which is:

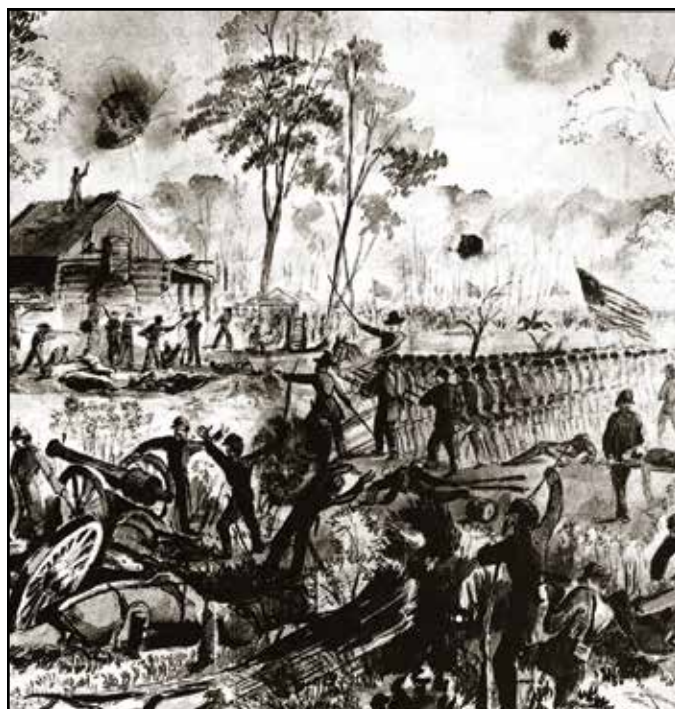
- north of hex row Nxx29 (exclusive) and
- east of hex column 38xx (exclusive).

This Union Deployment zone is prohibited to Confederate units. In addition, no Confederate units may set up north of hex row Nxx17.

HISTORICAL NOTE: Pond's historical position did not extend north of this hex row.

Union Setup

Follow the setup for the historical scenario.



30.9

The Critical Left Flank: The Mid-Morning Attack on Stuart's Brigade

"Dipped in a barrel of blood"

~ a Union soldier's description of a comrade

Scenario 9 - Introduction

This scenario depicts the Confederate attack against the left flank of the Union line during the midday hours of April 6th. It takes place after the collapse of the Union 6th Division (Prentiss) and before the major Confederate attacks against the Hornet's Nest. General Sherman's detached 2nd Brigade (Stuart) was isolated on the far left flank of the Union line. General Johnston ordered the brigades of Chalmers and Jackson from Withers' division to make a strong attack against the Union units to their fronts.

During the attack's initial phase, Stuart shifted forces to his left to meet Chalmers' attack. The 52nd TN panicked when a detachment of Union skirmishers from the Union 54th OH fired on it. Chalmers regrouped and assigned those 52nd TN troops that rallied to other regiments in his command. Pressing forward, the Confederates crossed the difficult terrain near the Locust Creek Branch to attack Stuart's defensive line. Jackson's brigade attacked the Union's 71st OH regiment. The Buckeyes broke just as units from Wallace's division under McArthur's command arrived to shore-up the Union defenses on the left flank.

Specific Rules

- Place two Battle Event Chits in the AM Pool each turn.
- 54 OH deploys one 2 SP detachment at the start of the scenario. Apply rules BB 14.41 thru 14.45.
- Each time a Confederate unit fires at small arms range with 4 SPs or more at 71 OH regiment when it is in good order, the 71 OH must conduct a UDD after the fire results are applied. If it fails, it disorders (unless already Disordered by the fire combat result) and immediately retreats 1 or 2 hexes.

HISTORICAL NOTE: This simulates 71st OH's unreliability. It panicked early in the attack.

- Units that must retreat past the boundaries of the scenario may not return and are considered Disordered for purposes of determining victory.
- Stuart activates using an unmodified Sherman Efficiency draw (Stuart is not eligible for Sherman's +1 AM)
- McArthur activates using W. Wallace's Efficiency draw. He is considered In Command if he can trace an uninterrupted path of hexes not more than four leader movement points from his entry hex
- The Confederates do not draw Efficiency for the 11 AM turn, instead receiving 3 AMs with no adjustments. For the Noon turn Withers activates using Bragg's Efficiency draw and is considered Out of Command.

HISTORICAL NOTE: Bragg was elsewhere on the field.

Scenario Difficulty Level

This scenario can be played at one of three levels of difficulty, depending on how General Johnston's special abilities [BB 4.11] are used. Players reach agreement on the Confederate player's level of difficulty before starting.

Standard: At the start of the 11 AM turn, either Chalmers or Jackson may be considered to be within General Johnston's Command Range. In one Change Orders Phase [SR 3.0 III.C.1] during that turn, the selected brigadier may change to Attack Orders regardless of the die roll result. If leading a Shock attack, he receives a +1 (treat the leader as if he was an Aggressive brigadier). This effect lasts through any continued shock. [BB 4.11]

Easy: Either Chalmers or Jackson may be considered to be within General Johnston's Command Range at the start of the 11 AM turn and can utilize any of the bulleted special abilities in rule BB 4.11.

Difficult: Neither Chalmers or Jackson are In Command Range of General Johnston and may not use any of his special abilities during the scenario.

If Johnston uses any of the abilities listed above, the player must roll at the start of the Commander Movement Phase [SR 3.0 IV.A] to determine if Johnston is a casualty. Should he become a casualty, it counts as one Confederate SP loss for Union scenario victory conditions.

Map.

The Critical Left Flank is played on the south map using the following boundaries:

- **North:** Hex row Sxx10
- **East:** Hex row S63xx
- **South:** Hex row Sxx23
- **West:** Hex row S51xx

All boundaries are inclusive.

Game Length

The scenario starts at 11 AM and ends at the end of the 12 PM turn.

Initiative

The Confederates have the initiative for the 11 AM turn

Victory

At the end of the scenario:

- If one side achieves both its objectives or is the only side to achieve an objective, it wins.
- If the Confederates fail to achieve either of their objectives, the Union wins.
- If both sides achieve one of their two objectives, the scenario is a draw.

Confederates Objectives:

- Stuart's Brigade must be CI and Confederate units control Stuart's HQ (Hex 5745) and the three infantry camps (Hexes S5313, S5614, S5714), or
- McArthur has at least two infantry regiments Disordered or worse, and Confederates occupy crossroads hex S5512.

Union Objectives:

- Chalmers' or Jackson's brigade is CI, and the Union controls either Stuart's HQ hex or one of his infantry camp hexes, or
- Inflict 11 SP losses on the Confederates during the scenario.

PLAY NOTE: CSA starting losses do not count for VP. For routed CSA units, count only SP eliminated plus one point for each routed CSA unit.

Efficiency

- The Confederate Efficiency Pool is $1 \times 2E$, $2 \times 3E$.
- The Union Efficiency Pool is $4 \times 2E$, $2 \times 3E$.

Setup

- Unit designations are followed by their higher organization designations.
- A **number** in parentheses denotes the unit's starting strength.
- Unless otherwise specified, artillery batteries include all their sections.
- Players may set up units in Extended Line and/or Refused Flanks, or in Extended Column.
- All brigades may start the scenario under Advance or Attack Orders.



Union Setup

Location	Unit/Leader	Command
With any unit of his command	Stuart	2/5/T
S5615	55 IL	2/5/T
S5313	71 OH	2/5/T
S5815	54 OH (10)	2/5/T
S6116	Det D	2/5/T



Union Reinforcements

Time and Entry Hex	Unit/Leader	Command
11 AM; S5310 and/or S5410	McArthur , 9 IL, 12 IL, 50 IL ^a (3/2/T)	2/2/T

Union Reinforcement Note:

- a) 50th IL is attached to 2/2/T for this scenario.



Confederate Setup

Location	Unit/Leader	Command
Location	Unit/Leader	Command
S5922	Withers	2/2
S6020	Chalmers ^a , 5 MS ^b	2/2/2
S6119	9 MS (9) ^c	2/2/2
S6219	7 MS (9) ^c	2/2/2
S6318	10 MS (5) ^c	2/2/2
S5922	Gage Bty	2/2/2
S5421	Jackson , Girardey Bty	3/2/2
S5117	17 AL	3/2/2
S5218	18 AL	3/2/2
S5318	19 AL	3/2/2
S5419	2 TX	3/2/2

Confederate Setup Notes:

- a) Chalmers' brigade starts with Fatigue OK.
- b) 52 TN routed very early in the action. Its rallied remnant was incorporated in 5 MS, which had taken heavy losses in earlier fighting. Thus, the scenario omits 52 TN and starts 5 MS at full strength. It could be said to actually begin around 11:30 and end at 1:30.
- c) At-start losses represent previous combat and the effects of looting.



31.0

Johnston Has His Way

"I would fight them if they were a million."

~ Albert Sidney Johnston

Scenario 10 – Introduction

This is a hypothetical scenario seeking to address two of the major "what if" questions that students of the battle have been asking for 150 years.

- *What might have happened if the Confederate army were able to reach its assault positions by the end of Friday, April 4th? Would they have had the advantage of a more complete surprise? What about the additional time to defeat Grant before Buell arrived?*
- *What if the Army of Mississippi had deployed for battle using Johnston's plan rather than Thomas Jordan's plan, with three corps in line from left to right (Polk, Hardee, and Bragg) and Breckinridge in reserve?*

Specific Rules

- All special rules for the "Shiloh: Bloody April" scenario [BB 30.1] are in effect unless otherwise stated.
- The "Roar of Battle" rule is not used in this scenario.
- The "Continuous Line" rule is not used.

Johnston's Surprise Attack

The following rules reflect the enhanced surprise effect of an April 5th attack.

- All Confederate divisions, including reinforcements, receive 4 AMs for the 7 AM turn. Unassigned units receive 3 AMs. Only the Confederates draw AMs until an Alert event occurs (see below).
- Each Confederate brigade may change orders without a die roll at the start of one Action Phase of their choice during the 7 AM turn (see also SR 4.23).
- Confederate brigades/unbrigaded units do not incur Fatigue for a third movement/fire Activation during the 7 AM turn. They incur Fatigue for shock normally.
- The Confederates draw Efficiency and Fatigue normally starting with the 8 AM turn.
- Johnston may not use any of his Special Abilities [BB 4.11] until the 8 AM turn.

Union Involuntary Alert

1st Method. The Union front-line divisions, 5/T (Sherman) and 6/T (Prentiss) roll for Alert Status at the end of certain enemy Activations. All drawn Confederate AMs from the start of the game count as Activations for purposes of this rule. The table below specifies the number of drawn enemy Activations, per division, needed to trigger Alert rolls, and the die-roll ranges that result in Alert.

CSA Division	# of AMs drawn	Sherman Alert roll	Prentiss Alert roll
Cheatham	2-3	0-1	no roll
	4	0-4	no roll
	5	Auto	no roll
Clark	1	0-1	0-1
	2	0-4	0-1
	3	Auto	0-4
	4	-	Auto
Hindman	1	0-1	0-1
	2	0-4	0-4
	3	Auto	Auto
Withers	2	no roll	0-1
	3	0-4	0-4
	4	Auto	Auto
Ruggles	1	no roll	0-1
	2	no roll	0-4
	3	no roll	Auto

The 0-1 rolls represent a remote chance of the Union division having discovered the Confederate approach. The 0-4 rolls occur when the Confederates could have moved close enough to switch to Attack Orders and then move adjacent to the enemy on their next Activation. The Auto Alerts represent that AM by which the Confederate division in question could engage via Fire or Shock, if it moved without dawdling.

2nd Method. Union units alert if fired upon or if an enemy unit moves adjacent.

Involuntary Alert Specifics

- *The whole Union division alerts*, not just a unit or brigade.
Exceptions: Raith's and Stuart's brigades alert separately.
- All units that involuntarily alert must immediately UDD, before any Return fire. This UDD is subject to the +1 DRM required for UDDS, etc., through the end of the 9 AM turn. Units that pass their alert UDDs may immediately change facing any number of vertices.
- Once a US division has conducted its UDDs, the US player rolls to determine the number of AMs it receives for the current turn. This roll may be kept secret if the players desire. On an even roll the Union player immediately places 2 AMs in the cup for that division; on an odd roll, 1 AM. Sherman's +1 Activation Rating does not affect the roll for his division.
- Alerted Union divisions draw Efficiency normally at the start of the turn after alerting.
- Union units cannot use Approach Fire, Prepared Fire, or Reaction Movement before or during the AM of their alert.
- Apply a -1 DRM to Union units using non-phasing fire during the enemy AM in which they were alerted.

Union Voluntary Alert

If not previously alerted, Union formations alert and activate normally as follows.

- Sherman's and Prentiss's divisions and Raith's Brigade (3/1/T) at the start of the 8 AM turn. Use McClelland's Efficiency for Raith.
- Hurlbut's division (4/T), McClelland, and his remaining Brigades and unbrigaded units at the start of the 9 AM turn.
- W.L. Wallace's division, Stuart's brigade, and all remaining Union units at the start of the 10 AM turn.
- If any of these commands involuntarily alerts beforehand, follow the instructions for Involuntary Alert.
- Stuart's brigade uses an additional mechanic for Involuntary Alert prior to the 10 AM turn. If any Confederate unit comes within 10 hexes of any of Stuart's units, Stuart's brigade involuntarily alerts on a DR of 0-3. If any Confederate unit comes within 5 hexes, Stuart's brigade involuntarily alerts on a roll of 0-6. The brigade activates normally thereafter.

PLAY NOTE: Unlike the April 6th scenario, Out of Command regiments do **not** activate one less time than their brigade if the latter is also Out of Command during the turn of alert.

Map

This scenario uses both full-size maps.

Game Length

There are three options:

- **Basic Game.** The Scenario starts at 7 AM, April 5th and continues through the 6 PM turn.
- **Early Termination.** Players may agree at the start that, if either side ceases to have any Combat Effective divisions on the map, the game ends.
- **Extended April 5th-6th game.** This scenario may be extended to the second day if the Confederates gain a Marginal or Tactical Victory.

Initiative

The Confederates automatically have the initiative for 7 AM. Use the usual procedure thereafter.

Victory

Basic Game. Use the Victory conditions for the "Shiloh: Bloody April" scenario [BB 30.1], with the following changes:

1) Both sides earn VPs for the fields listed below, if they control them at the times listed in the following table. Control is defined as no enemy units in the field (including its field boundaries) and a friendly unit either occupies or was the last to pass through one of the hexes in the field. All fields start under Union control.

Field(s)	Turn	VPs Awarded
Spain's	7 AM	5 VP
Lost, Barnes	8 AM	5 VP
Review, Ben Howell	9 AM	5 VP
Larkin Bell	10 AM	5 VP

2) The Confederates earn an automatic Strategic Victory if they occupy both hex N3801 (Snake Creek Bridge) and any hex (north of row Nxx23 inclusive) of the Pittsburg Landing field or field boundary at the end of the game with fewer CI brigades than the Union. If there are more Confederate CI brigades than Union, or an equal number, the Confederates earn an automatic tactical victory.

3) If the Confederates fail to earn an automatic Victory, determine victory using the "Levels of Victory" chart for the April 6th scenario, but a Confederate Marginal is considered a Draw, a Confederate Tactical is considered Marginal, and a Confederate Strategic is considered Tactical.

Early Termination. Victory is determined the same way it is in the Basic Game with the following exceptions:

If the US has no Combat Effective divisions on the map when Early Termination occurs, but not all Confederate divisions are CI:

- No points are awarded the US for each field south of Dill Branch/west or south of Tilghman's Branch currently controlled.
- No Victory Level shift is awarded the US if the Confederates control no fields east of Tilghman's Branch/north of Dill Branch, and the Union controls Cloud, Cavalry, and Stacey Fields.

If the CS has no Combat Effective divisions on the map when Early Termination occurs, but not all Union divisions are CI, shift the Victory Level one in favor of the Union.

Extended Game

- The Confederates automatically win a strategic victory if, at the end of any turn, they have four non-collapsed infantry regiments in Pittsburg Landing hexes north of row Nxx23 inclusive (clear or field boundary) while having fewer brigades CI than the Union. If there are more Confederate CI brigades than Union, or an equal number, it is an automatic Tactical Victory. Cavalry units do not count for occupation.
- The Union automatically wins if, at the end of any turn, it occupied or was the last to pass through all camps, with the exception of McDowell's camps and HQ (hexes S1602, S1702, S2101 and S2103 and the artillery camp in hex S1903) and Stuart's camps and HQ (hexes S5313, S5614, S5712, and S5714).
- Otherwise, determine victory using the "Levels of Victory" chart for the April 6th scenario, but a Confederate Marginal is considered a Draw, a Confederate Tactical is considered Marginal, and a Confederate Strategic is considered Tactical.

Efficiency

The Confederate Efficiency Pool is $1 \times 1E$, $3 \times 2E$, $4 \times 3E$, and $1 \times 4E$ (number of chits \times Efficiency value).

The Union Efficiency Pool is $2 \times 1E$, $5 \times 2E$, $3 \times 3E$. The Union adds a 4E chit to the Efficiency Pool at 11 AM.



Union Setup

Use the April 6th 6 AM Union setup positions with the following exceptions.

- 15 MI, 18 WI, and Prentiss's three unbrigaded units, 15 IA, 16 IA, and 23 MO, do not set up at start. They enter as reinforcements.
- Peabody's detachments are not used. Peabody's regiments start at full strength.

PLAY NOTE: Hurlbut's and Prentiss's cavalry set up overstacked. They must unstack when first activated.



Union Reinforcements

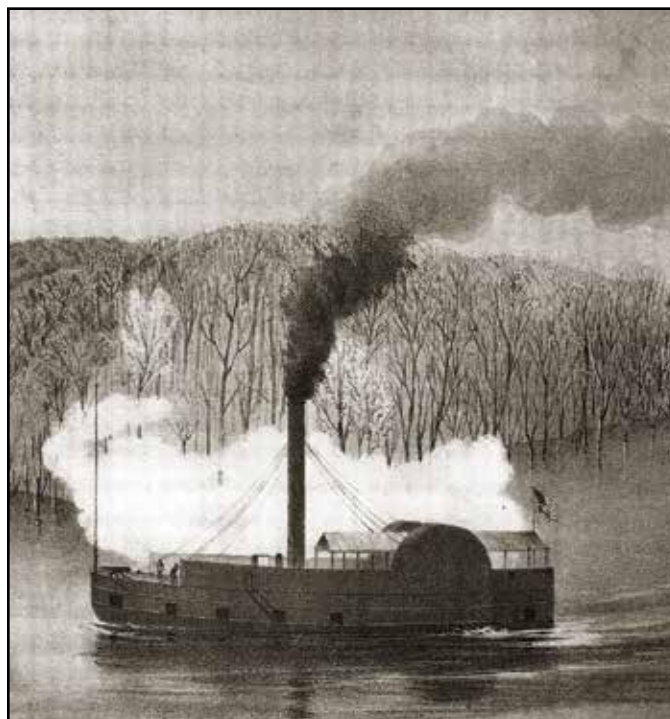
The arrival times are either the historical times these units arrived at Pittsburg Landing, or, in the case of Nelson's division, based on the supposition that transport would have been available the morning of the 6th to take these Army of the Ohio elements to Pittsburg Landing. All three brigades arrived at Savannah, 10 miles downstream, about noon on April 5th.

All units except Lew Wallace and his division arrive via N6420 or N6423. For Lew Wallace use the variable entry optional rule for the "Shiloh: Bloody April" scenario.

Date/Time	Unit/Leader	Command
April 5, 10 AM	Grant	AoT
April 5, 1 PM	18 WI	2/6/T
April 5, 2 PM	15 MI ^{a,b} , Tyler Gunboat	AoT
April 5, 3 PM	16 IA ^a	-/6/T
April 5, 4 PM	23 MO ^a	-/6/T
April 5, 5 PM	Silversparre Bty, Lexington Gunboat	AoT
April 6, 8 AM	Buell	AoOH
April 6, 8 AM	Nelson	4/OH
April 6, 8 AM	Ammen , 6 OH, 24 OH, 36 IN	10/4/OH
April 6, 8 AM	Bouton Bty	AoT
April 6, 9 AM	Group 1: Bruce , 1 KY, 2 KY, 20 KY	22/4/OH
	Group 2: Hazen , 6 KY, 9 IN, 41 OH	19/4/OH
April 6, 10 AM	15 IA ^a	-/6/T

Union Reinforcements Notes:

- 15 IA, 16 IA, 15 MI and 23 MO may be assigned to any brigade.
- 15 MI enters with no ammunition. If it starts an Activation in hex N5821, it may conduct a resupply action without a die roll. Once fully supplied, this ability ceases.





Confederate Setup

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
S1617	1 MS b Cav	2/1
S1716	1 MS a Cav	2/1
S1818	Johnson , 2 TN	1/2/1
S1919	15 TN	1/2/1
S1918	154 TN	1/2/1
S1820	Polk Bty	1/2/1
S2018	Blythe	1/2/1
S1318	MS & AL Cav	2/1
S1519	6 TN	2/2/1
S1521	Stephens	2/2/1
S1620	7 KY	2/2/1
S1523	Smith Bty	2/2/1
S1719	Cheatham	2/1
S1719	9 TN	2/2/1
S2318	Russell , 11 LA	1/1/1
S2317	12 TN	1/1/1
S2419	13 TN	1/1/1
S2120	Clark	1/1
S2120	Bankhead Bty	1/1/1
S2519	22 TN	1/1/1
S2020	33 TN	2/1/1
S2221	5 TN	2/1/1
S1822	Polk	1 Corps
S2119	4 TN	2/1/1
S2123	Stanford Bty	2/1/1
S2321	13 AR	2/1/1
S2221	Stewart	2/1/1
S2822	Cleburne , 35 TN, 2 TN	2/-/3
S2520	Trigg, Hubbard, Calvert Btys	2/-/3
S2722	24 TN	2/-/3
S2922	6 MS	2/-/3
S2824	15 AR	2/-/3
S2923	23 TN	2/-/3
S2620	GA Dragoons Cav	3/1/3
S2422	Harper Bty	3/1/3
S2521	Wood , 44 TN	3/1/3
S2522	8 AR	3/1/3
S2523	Hindman	1/3
S2523	27 TN, 9 AR Bn	3/1/3
S2524	55 TN	3/1/3
S2624	16 AL, 3 MS	3/1/3
S2423	Hardee	3 Corps
S2323	Miller Bty, Swett Bty	1/1/3
S2325	Shaver , 2 AR	1/1/3
S2427	7 AR	1/1/3
S2526	3 Confederate	1/1/3
S2627	6 AR	1/1/3
S3125	1 LA	1/2/2

<i>Location</i>	<i>Unit/Leader</i>	<i>Command</i>
S3226	22 AL	1/2/2
S3325	Gladden , 21 AL	1/2/2
S2926	Jackson	3/2/2
S2926	Robertson Bty	1/2/2
S3425	26 AL, 25 AL	1/2/2
S3025	1 AL a Cav	2/2
S3124	1 AL b Cav	2/2
S2826	19 AL	3/2/2
S2927	18 AL	3/2/2
S3126	17 AL	3/2/2
S3027	Withers , 2 TX	2/2
S3027	2 TX	3/2/2
S2728	9 MS	2/2/2
S2828	7 MS	2/2/2
S2726	Chalmers , Gage Bty	2/2/2
S2928	52 TN	2/2/2
S2928	Girardey Bty	3/2/2
S3127	10 MS	2/2/2
S3028	5 MS	2/2/2
S3328	Bragg	2 Corps
S3626	Crescent LA	3/1/2
S3726	18 LA	3/1/2
S3727	Orleans Guard, 16 LA	3/1/2
S3827	38 TN	3/1/2
S3927	Pond	3/1/2
S4028	Ketchum Bty	3/1/2
S4126	Jenkins Cav	1/2
S3429	17 LA, Confederate Guards	2/1/2
S3528	Anderson , 20 LA	2/1/2
S3428	9 TX, 1 FL	2/1/2
S3628	Ruggles	1/2
S3728	Washington Bty	2/1/2
S3730	4 LA	1/1/2
S3929	Gibson , 1 AR	1/1/2
S3830	13 LA	1/1/2
S4029	19 LA	1/1/2
S2224	Beauregard	AoM
S2727	A.S. Johnston	AoM





Confederate Reinforcements

<i>Date, Time, Location</i>	<i>Unit/Leader</i>	<i>Command</i>
April 5, 8 AM, S1234	Breckinridge, Reserve Corps (minus 19 TN)	R Corps
April 5, 8 AM, S1234	McClung's Bty	AoM
April 5, 9 AM, S1234	Roberts Bty	AoM
April 5, 11 AM, N1031	8 TX a & b Cav	AoM
April 5, 2 PM, S6927	Adams a & b Cav, 3 TN a & b Cav	AoM
April 5, 2 PM, S6927	19 TN	3/-/R
April 5, 2 PM, S6927	1 TN Bn	2/2/1
April 6, 6 AM, S1234	47 TN	AoM

Confederate Reinforcements Note:

The order of entry for the April 5th 8 AM and 2 PM reinforcements is up to the Confederate player.

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War of the Rebellion, Vol. 10, Part 1

Designer's Notes

The Godfather Part IV

or

You too can be a Game Designer

I have been a fan of GBACW since my young adulthood.

In 1976 the wargaming world changed forever. Simulation Publications published the first professional “monster game”, *Terrible Swift Sword*, a regimental level Gettysburg game designed by relative newcomer Richard H. Berg. With Codrington’s *The Gettysburg Campaign, A Study In Command* in hand, my friends and I finally took Cemetery Hill on the first day and changed history. It was the best of (game) times. Since then, TSS and its descendants have retained their status as my favorite systems and games.

For the next 25 years, the *Great Battles of the American Civil War* series that TSS spawned progressed as a system in increments and occasionally by bounds. By 2000 the 4th version of the GBACW system had matured into a rule set that is basically what we have today.

Fast forward to 2014. I was speaking (complaining) to Mark Simonitch at Consimworld Expo about errata that had been in existence for as much as ten years without being incorporated into the rules. In an example of why you should be careful about what you ask for, Mark tasked me with marking up the rules for the rule set that was to be published with the first new GBACW game in almost five years, *Twin Peaks*. Additionally, as I complained about the lack of tender loving care for the system (and more new games), Mark suggested talking to Richard Berg about the system if it was important to me.

Richard had by this time moved from the New York City area to the balmy climes of Charleston, SC—a mere four-hour drive for me. By a happy coincidence, in the summer of 2015, I was scheduled for a seminar in that area and emailed RHB beforehand about getting together to discuss his intentions with the system and possible rules changes. Having read Richard’s many posts online about his epicurean interests, I naturally suggested lunch at his choice of popular restaurants in the city.

As explained in my email to Richard, the topic for discussion was updating a few of the rules for the system. Over the past 15 years, it had become evident that there were holes, discrepancies, and “undefined” issues with these admittedly complex rules. While RHB seemed open to the idea of updating the rules, it seemed prudent to approach him with caution—Richard’s online persona and outspoken defense of his design decisions were well known. Change did not come easily.

Lunch at the popular *39 Rue de Jean* café went well. For all his acerbity online, Richard was courteous, affable, and of course, knowledgeable. While we broached many subjects, we ultimately settled into a discussion of games and game systems, specifically Richard’s. I found that he particularly liked his *Red Badge of Courage* 1st Manassas game, and one of my favorites,

Across the Rappahannock (a *Glory* system game), was also one of his. I carefully mentioned some areas of the GBACW system that many players felt fell short of simulation, areas that needed some clarifications, and that “we” were looking for his approval of rule updates. Richard gave his approval for our attempt, along with the promise on my part to review these changes with him. The lunch ended on a positive note, and I headed back to North Carolina with permission to tackle the rules for the foremost Civil War tactical system.

There was one major problem. There was no “we”. A single local gamer and I had discussed the need and experimented around, but nothing had been formal. In addition, work was still a full-time proposition for me, and system design time would be at a premium. To remedy this, I immediately started searching for others who felt as strongly attached to the system as I was. Luckily, one of my first queries was to Bill Byrne, a gamer whom I only knew by his presence on Consimworld. Bill frequently posted and, more importantly, seemed to have a good knowledge of the system and willingness to help others. I think Bill’s excitement over the project might have exceeded mine. Unknown to me, both he and Greg Laubach (designer of *Twin Peaks’ Cedar Mountain*) were working on their changes that they hoped to bring to the games, albeit it seemed that their one conduit for implementation of new rules was in specific Battle Books, not the series rules. Greg was beginning the serious work on GBACW’s largest game to date, *Death Valley: Battles for the Shenandoah*. While *Death Valley* has become perhaps the most popular game of the series in 20 years, at that time there were all sorts of concerns because of the nature of many of its battles. A successful design needed new rules.

So it began. Over the next year, we worked on what we thought would be improvements and clarifications. What I thought might be a short project with a few changes and clarifications grew into a much larger endeavor. Fortunately for me and more importantly for the players, Bill’s and Greg’s organizational skills and attention to detail far exceeded mine. The result was a vast improvement in some areas and closure of many open rules questions. It was time to review what we proposed to RHB.

Late in the summer of 2016, I emailed Richard the prototype rules and suggested that we get together so that he could ask any questions. I hoped to get his approval to continue, but some significant changes were suggested, and approval was not a foregone conclusion. After driving down, we once again met at a restaurant, this time for dinner. While I expected to have a back-and-forth discussion with Richard over the proposed changes, he quickly said what we had proposed was fine. I was, not surprisingly, shocked—I am not even now sure he had more than glanced at them.

Then came the “offer”. Richard began with, “Let me tell you what you’re going to do for me—redesign *Bloody April*.” I was again astounded—this project had not been discussed before this moment. Hundreds of reasons for me not to be a

designer quickly came to my mind, but I can remember only one part of the following conversation clearly. “I have never designed a game, nor do I feel I have the needed skill set.” was my answer. Richard’s response was memorable. “Oh, I’ve read your emails and you will do just fine. It will be called *Into the Woods*.” To this day, I am not sure how emails qualify anyone for game design, but I understood the quid pro quo immediately. He had made an offer I couldn’t refuse.

Hey, how hard could it be? RHB mentioned that you could just take the old game, transport the numbers over to the modern GBACW structure and use the existing *Bloody April* map as the prototype for updated graphics. In addition, Shiloh is one of the best-documented battles of the Civil War.

So, *Into the Woods*’ design began. To start, we needed a playtest map. I was less sure than Richard about updating the old map, and to create a new one, I spent some time learning Adobe Illustrator (the premier, but complex illustration software).

The map is a rendition of the battlefield using both the current historical battle map sold by the Park Service and the modern Trailheads map. In getting up to snuff with the battle and the ground it was fought on, it was apparent that the terrain itself dominated how and where the battle was fought. The creeks and ravines that split the battlefield’s plateau will drive your forces in the same directions the armies took. Shiloh Branch and its accompanying marsh and flooded areas will be as challenging to cross against opposition as Cleburne found it to be.

When I initially designed the map and determined the movement effects of various terrain, it occurred to me that perhaps I was making it too difficult. Although I had visited Shiloh on a western battlefield tour a few years earlier, it was the typical tourist examination of the famous fields and Pittsburg Landing. I now returned in early November for a tour with historian Tim Smith, author of *Conquer or Perish*, the best and most comprehensive book on the battle. With Tim leading, we not only followed Lew Wallace’s meanderings towards the battle but additionally traced his initial attack on Glover Field moving through the flooded bottomland of Tilghman Branch. It was a dry November with little rain in weeks, but I still sank six inches into the mud. Additionally, I traversed both Shiloh Branch where Cleburne crossed (75+ yards of marsh), and the West Branch near the south end of the historic Rea Field with its 6–8-foot ravines. Even in the dry weather Dill Branch remained too intimidating to cross. The terrain table seemed accurate.

As Richard had described this as a “re-design” of his *Bloody April*, I kept the scale of 110-115 yards per hex, allowing for more details. The terrain contours were changed to 20 feet, allowing for greater differentiation of the ravines and rolling fields. The greatest challenge for me personally was justifying the contours and waterways to hex-lines. You will find *Into the Woods*’ terrain to be as naturalistic as possible, as I tried to find the compromise between reality and the hex grid.

One of the earliest design decisions made after creating the map was movement through the woods. The typical 2 MP per hex did not allow much forward progress, especially when under Attack Orders. In our first group playtest at Consimworld

Expo, we restarted the game after the 9 AM turn and decided to go with 1½ MP per woods hex. This initially controversial decision turned out to be a good one. Advance Order units could move four hexes in an activation through the light woods and even move two hexes under Attack (if not changing facing). The armies could now keep up with the historical timetable.

Line of Sight was also different from any GBACW game since SPI’s *Pea Ridge*. Reading multiple histories, I quickly realized that many firefights occurred where GBACW’s standard woods rules would not allow them. Using this LOS concept, most woods are considered light enough to see through one hex. This change allowed Advance Order units to have firefights in the woods.

With the standard GBACW LOS rules, much of the artillery fire documented at Shiloh could not be simulated. With the “Restricted LOS” rules for artillery, it can occur, albeit frequently with little effect (a significant exception is a battery of Napoleons at four hexes). One of the unintentional but nice effects of this rule is that military crests are even more critical, as any terrain as high or higher than your own other than your target’s will block. This optional artillery rule will please some players and frustrate others, especially if you have a problem with spatial reasoning. For those who do want to use it, just pretend the woods aren’t there, and most of the difficulty goes away. Regardless, the game plays fine without it.

Woods do not give a shock advantage to the defender, except in terms of rounding. While there are solid arguments for both sides (having or not having a benefit), ultimately, it was a game decision to give a little more advantage to the offense. There is plenty of other defensive terrain in the game for defenders to use.

Another design feature is the treatment of the fields and field boundaries. I dislike bending natural or man-made objects to fit the hex grid if it can be avoided. I also wanted the fields to “look” like the fields on a battle map. I borrowed from a previous design, Dave Powell’s *A Fearful Slaughter*, and used the field boundary concept with some twists that slightly increased complexity. Moving into a field boundary will cost more if you move from a woods hex than from another field boundary or field hex. This makes moving into a boundary very easy if you are in possession of the field and harder if you are approaching through the woods.

The field boundaries are treated like woods for fire, shock, and LOS purposes. That means they have the same -1 DRM that woods receive for Fire Combat. A defensive advantage for units in woods for fire is controversial with some players. However, after reading about the battle, I decided in favor of the benefit. Most of the histories talk about units defending the fields at the perimeter and using the wood’s edge for a defensive advantage. Ultimately, players will seek and use the fields much as the actual participants did.

Supply for *Into the Woods* is different from any previous GBACW game. Veteran players will remember the supply wagons from early versions of the system. Berg eliminated them in the current version (some early games revolved around “chase

the wagons”) and created a streamlined design that supposes that resupply is always available. While that may be accurate in most battles, it was not the case at Shiloh—not only were the soldiers new to their jobs, so were the quartermasters. One of Grant’s first acts upon reaching Pittsburg Landing was sending out ammo wagons. Supply is no longer a sure thing, and units need to be near a road or trail to resupply. Union units have a more challenging time of it before Grant arrives, and both sides will use the camps for supply if possible.

I also wanted to show the effects of leadership at Shiloh. Any battle history will give you instances of what good and bad leaders can accomplish or influence. While Shiloh is no exception, capturing some of the specifics of this battle seemed important from a simulation standpoint. Players will notice that many brigadiers can only trace command one hex in the woods (and will need to keep their regiments adjacent) as tracing command is 2 MPs for a woods hex, more than the leaders’ movement cost. This was done to simulate both the armies’ lack of experience and that many new commands had yet to establish a staff. In a similar vein, only army and corps commanders may use ½ MPs for tracing command along roads, as most of them had created a staff after being in some type of leadership positions for a while.

Another effect of early leadership and novice soldiers was difficulty rallying the troops when they were disorganized or in full retreat. Leaders in this game only subtract one from a rally die roll, not their number of stars.

Both Grant and Johnston affected the battle more than standard GBACW games allow for commanders. When Grant shows up, the Federals receive a 4 Efficiency marker, supply becomes easier, and Grant can give his +1 Efficiency modifier directly to his division leaders. Suddenly the Confederates can no longer count on the complete initiative and a defensive Union mindset. In an early version of the game, I gave Grant a +2 modifier (without the 4 AM marker), but that gave the Union too much control over their forces and seemed wrong given the way Grant directed the battle.

Albert Sidney Johnston is an enigma. His death at Shiloh prevents us from having a battle record of his abilities except for this contest. The general histories, much like popular sentiment at the time, give him low marks for his handling of the Western Theatre. Whether that view is valid can be debated. What is not subject to debate is his determination and all-out effort to change the course of the western war at Shiloh, leading by example and placing himself in constant danger. Leaving Beauregard in the position of the typical army commander, Johnston was present when and where critical decisions had to be made. Much ado has been made about whether the battle could have been won if he had lived. We cannot know for sure. Had he lived, he might have matured into one of the better commanders of the war. What is for sure is that he led in a way few other commanders at the time did. I think his special abilities showcase that.

The regiments, battalions, and batteries that fought at Shiloh are portrayed a bit differently than in some games. In general, they have good cohesion, but they are more brittle than units in other battles, dropping two cohesion points on their disordered

side. These are not the rugged veterans of the later war. Between this and the lowered leader modifier, they will be harder to rally. Bringing routed troops back during the initial day of attack will be virtually impossible for the Federal forces with their die roll modifiers for recovery from rout. The Confederates, while not penalized as heavily, will be hard-pressed to find the time to try.

Numbers of men and weaponry for each unit is a challenge to say the least. Most frequently, we used the mid-century Reed Report, but frequently the actual number of men engaged had to be extrapolated or estimated, as much of the counts were of men “engaged” versus men available. Weaponry was often mixed for these early war regiments (with both muskets and rifles in the same unit), and we went with what we thought was the dominant weapon for the regiment. A special thanks go out to Thomas Sobczak for his information about the arming of the 14th Missouri with Dimick rifles.

Green units are also treated differently from the standard system rules; while not penalized for fire, they have the usual Attacker Commitment check and a retreat from Shock UDD for disorder on the first day, whether they are disordered or not. The Green unit penalty for fire would have hurt what was already a desperate attack, as far more of the Rebel units were new to their jobs than their enemies.

Shiloh is known for the Confederate surprise attack, and no Pittsburg Landing game is complete without it. The special rules simulating the surprise attack developed over time. While the alert rules were there from day one, our early testing found that the Union would invariably develop a solid defensive line far forward of where it did in the actual battle. Even with the Alert rules and a +1 modifier to their UDD and rally rolls, the Northern forces seemed more solid than battle histories indicate. Two rules were added. The first, Roar of Battle, gives brigades defensive missions for specific crossroads or locales to slow them down in reaching threatened areas with God-like vision. The second requires Yankee infantry regiments to take a rout roll whenever they suffer a 2nd Disorder due to Fire Combat. For most GBACW games, unless your unit is collapsed, rout can only occur from certain second disorders or a shock result. In reading several historical accounts of Shiloh, many units, especially in the early morning, routed just from enemy fire.

Players will notice that the range for Prepared Fire is one hex (like *Death Valley*) instead of two hexes in earlier games. This is an intentional change to keep rifled fire from totally dominating smooth-bore muskets at two hexes in the woods. Rifles still have a significant advantage over muskets at that range (+1 vs. -1). Players will adopt tactics to minimize or reverse the advantage by bringing their musket armed units into contact with the enemy. Future games and reprints will probably retain the two-hex range for Prepared Fire, as both sides got better at fire regimen and there are more open areas in most games.

Then there are the Battle Events. Battle Events portray incidents and occurrences (looting, friendly fire, and mistakenly withholding fire on the foe) that frequently happened in this specific battle and which gamers would never willingly duplicate. Looting the camps, while not deciding the battle,

happened quite a bit. The ill-fed, poorly clothed Confederates found them too much of a temptation. I did not want a rule that made the CSA player avoid the camps or put his troops in a difficult position regarding the enemy. Both friendly mistaken fire and withholding fire on the enemy were characteristics of this early war battle in smokey woods. The Battle Events will create those problems at the most inopportune times—not so often as to turn the tide, but certainly enough to be a thorn in the sides of both players. Initially, there were three specific Battle Event Chits for both sides (six total), with more chances of no effect. After one playtester suggested a simplification using fewer chits but with more likelihood of affecting the units, the current 2-4 chits and die roll system was devised. The odds of an occurrence remain about the same.

This has been an educational, fun, and sometimes challenging process for me. It would never have happened without the help and inspiration of many others. First, when you look up Developer in the dictionary there should be a picture of Bill Byrne. Bill, in addition to his Series Rules duties, put in yeoman's work on this game. Without him, it would be a shadow of what has been produced. Greg Laubach, who we all owe for this remarkable renaissance of the *Great Battles of the American Civil War* system, gave me help with my Illustrator education. My playtest kit could not have happened without him. Additionally, Greg's proofing of the Battle Book was a godsend. To both Al Smith and John Severa, many thanks for all the scenario creation, research, and testing. Without them, we would only have the full battle to play. Many thanks go to Tim Smith (author of *Conquer or Perish*) and Dave Powell for answering my occasional questions. To all the playtesters my everlasting gratitude. Allen Dickerson's Vassal modules made all that long-distance playtesting possible. And this list would not be complete without giving thanks to graphic designer and artist extraordinaire Charlie Kibler and the whole GMT team.

Lastly, I give thanks that Richard Berg entrusted me with the redesign of his *Bloody April* game. I hope that I have lived up to that trust. Richard, we miss you and all the designs you still had for the world.

It is now up to us, the heirs of this wonderful system, to create as much of a legacy as possible—designing battles, both big and small. We have opened the gates for the players to use their ingenuity and resources to create new games—and the response has been wonderful. At present, there are at least six new games from multiple designers covering as many as 20 battles in various stages of completion. Truly, we are in the golden age of wargaming.

Creating *Into the Woods* and being a part of the GBACW team has been and continues to be a honor and a great journey. I hope you enjoy ITW and the games to come.

CREDITS

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