

Shiloh: Bloody April, 1862

1.0 Introduction^[SEP]

By the spring of 1862, the Union *Army of the Tennessee*, under Gen. Grant, had captured most of that state and was gathering at Pittsburg Landing to link with Gen. Buell's *Army of the Ohio* and then move on to capture the vital Confederate railroad junction of Corinth, Mississippi. Confederate troops, led by Albert Sydney Johnston, were, however, gathering outside Corinth to strike a blow at Grant's army before Buell could arrive. *Shiloh: Bloody April, 1862* (SBA) is a two-player wargame simulating the bloody clash of arms that occurred around Shiloh Church on 6-7 April 1862. As the Confederate player, you must try to crush Grant's unsuspecting army on the first day or be crushed yourself by the overwhelming force of Grant and Buell's combined armies. As the Union player, you must hold onto Pittsburg Landing at all costs, until Buell's troops arrive to shift the balance in your favor.

2.0 Unit-Counters

2.1

The die-cut cardboard counters (hereafter referred to as "units" or "unit-counters") represent the military formations committed historically in this battle. The following diagrams illustrate and explain the data found on the units: size, type, set up coordinate, historic designation, and combat factor. All Confederate units are printed with a gray background; all Union units are printed with a blue background.

Sample Combat Unit

Historic I.D.
Unit Type
Combat Factor
Reduced Strength Indicator

Combat Unit Types

Infantry
Cavalry
Artillery
Gunboats

Non-Combat Units

Headquarters

Markers

Time
Disorganized
Shattered
Objective Hex
Victory Points

Unit Organizational Sizes

***** — Army Commander-in-Chief

**** — Army
*** — Corps
** — Division
* — Brigade

2.2

For details concerning the initial set up of units on the map, along with those for later-arriving reinforcement units, see section 19.0.

2.3

The combat factor is the measure of unit's basic fighting strength, whether attacking or defending.

2.4 Movement Allowances By Type.

All infantry and artillery units have a movement allowance of six. Cavalry have a movement allowance of eight. Headquarters have a movement allowance of 12. Note those factors aren't printed on the counters in order to allow the other, more varied, data to be presented as large and clearly as possible.

2.5 *Most units are composed of two "steps" or strength levels. When a unit is at full-strength, it's displayed with its un-dotted side up. When a unit is reduced (through combat, entrance into the game at reduced level, or lack of supply) it's displayed with its dotted side up. Units with their dotted sides showing are referred to as units at "reduced" strength. When a unit at reduced strength loses a step it's eliminated from play.*

3.0 Prepare for Play

3.1

Unfold the map and place it between the players, with the Confederate player seated along the west edge and the Union player seated along the east edge.

3.2

Punch out the counters and place them in the appropriate set up hexes on the map or in the appropriate time of arrival sections of the Turn Record Track.

3.3

Since all starting units are set up in specifically designated hexes, both players may set up simultaneously. The Confederate player moves first in all scenarios.

3.4

After both players have set up their units, play proceeds to the first game turn. Place the Time marker in the appropriate space of the Turn Record Track, which depends on the scenario being played.

4.0 Sequence of Play

The Confederate player moves first in every game turn. He must follow the sequence of activities in the exact order described below. On completion of the Confederate Turn, the Union player takes his turn by following the identical sequence. Upon the conclusion of the

Union Turn, a complete “game turn” has been completed and the Time marker is moved to the next box on the Turn Record Track. The player who is currently taking his turn is referred to as the “phasing player;” the other player is the “non-phasing player.”

4.1 Disorganization Phase.

The phasing player flips over all “Disorganized 2” markers on his own units so the “Disorganization 1” side shows upward.

4.2 Movement Phase.

None, some or all of the phasing player’s units on the map are moved up to their maximum movement allowance, as he desires. Reinforcements scheduled to enter on the turn in progress may be brought on the map at the prescribed location and moved. The non-phasing player may not move any of his units at this time.

4.3 Combat Phase.

Any and all attacks initiated by the movement of the phasing player’s units are resolved. The phasing player is the “attacker” in all of them, no matter the general situation across the map. The non-phasing player may not initiate attacks at this time, and is always the “defender,” no matter the general situation across the map.

4.4 Reorganization Phase.

The phasing player rolls a die for each of his own units with “Disorganized 1” markers on them in order to determine if it reorganizes at this time.

5.0 Movement

5.1

In the movement phase of each of your own side’s player turns, you may move as many of your units as you want — some, all or none — within the following strictures.

5.2

Units are moved across the hex-grid — from hex to contiguous hex — in any direction or combination of directions up to the limit of their type’s movement factor. The die has nothing to do with movement.

5.3

Units may move over, and/or stack on top of, other friendly units. Movement factors may not be transferred from one unit to another, nor can they be accumulated from turn to turn.

5.4

Rule 2.4 lists the movement allowances of the different types of units in the game. Generally, a unit moving its full movement allowance (MA) may move a number of hexes equal to its movement factor (MF). For example, a unit with an MF of six may move a maximum of six hexes, though some hexes will cost more than one MF due to the terrain in them.

5.5

Note that units may have their movement curtailed by terrain (see the Terrain Effects Chart printed on the mapsheet), and by enemy units and their zones of control (see section 8.0).

5.6

In regard to terrain costs, a unit eligible to be moved may always move a minimum of one hex, no matter what the terrain cost involved. Note, however, that one-hex guarantee doesn't allow any unit to enter a hex containing a terrain type prohibited to it.

5.7

No unit may enter an enemy occupied hex.

5.8

Partial hexes along the map edge may be used for movement if they contain a hex-grid identification number. Both players may choose to voluntarily move units off the map via any land-edge hex (never via the Tennessee River). Such units may return to the map via the exit hex or, if that hex is enemy occupied or contains an EZOC, via the closest hex to the exit hex (of the moving player's choice if there's more than one such hex) that's then not in an EZOC. No unit may exit and enter the map during the same phase; the earliest turn of re-entry is the next friendly player turn after the exit.

6.0 Strategic Movement

6.1

Strategic movement is a special type of movement that permits a unit to move farther than would normally be allowed. To be able to make a strategic move, a unit must meet the following three qualifications at the start of that move.

- 1) A unit may use strategic movement only by traveling along contiguous road hexes across hexsides traversed by the road.
- 2) A unit, while conducting strategic movement, may not enter any hex within three hexes of any hex occupied by one or more enemy units of types other than headquarters. Count from the hex of the moving unit to the hex of the non-HQ enemy unit(s). Don't count the moving unit's hex; do count the enemy unit's hex. Don't count along the possibly convoluted road-path; count in as straight a path of hexes as possible.
- 3) A unit that's used strategic movement during any portion of its move may not that same phase enter any hex immediately adjacent to an enemy non-HQ unit(s), even if it isn't using strategic movement to do so.

6.2

Units utilizing strategic movement may move up to four road hexes for every MF expended. Disorganized and shattered units may move up to two hexes for every MF expended. Infantry and artillery could therefore move up to 24 road hexes; cavalry could move up to 32, and headquarters up to 48.

6.3

A unit may combine normal and strategic movement in order to allow it to move on both road hexes and non-road hexes in the same phase, as long as it doesn't exceed its MA or move adjacent to an enemy combat unit. It may switch from one type of movement to the other only once per phase. It may not switch back again that same phase.

6.4

An otherwise eligible unit isn't required to use strategic movement while moving along road hexes.

6.5

In any given friendly movement phase, artillery units may expend no more than two of their MF to move into non-road hexes. To move more than two hexes in a phase, they must utilize strategic or normal movement on road hexes.

7.0 Stacking

7.1

Both players may place two units, maximum, of either infantry or cavalry or one of each of those types, in the same hex (called "stacking"). A friendly artillery unit may be added to such two-high stacks (or to hexes containing lone cavalry or infantry units) to increase the stacking total to a maximum of three units. Artillery units may not stack with other artillery units. There will never be more than one artillery unit in any given hex at any one time.

7.2

Any number of friendly HQ units may occupy the same hex by themselves or in combination with any other properly stacked units (as described above in 7.1).

7.3

Stacking restrictions apply at the end of every friendly movement phase. During movement phases any number of friendly units may enter and pass through any given hexes, as long as only units conforming to the stacking restrictions given above remain in each hex. Friendly units found to be in excess of stacking limits at the end of a friendly movement phase are eliminated (owning player's choice).

7.4

Alternatively, decided on a hex-by-hex and phase-by-phase basis, you may substitute for the stacking strictures given above a "group" of no more than five infantry or cavalry units whose combined strength is not greater than five strength points. A group functions in combat as if it were a single combat unit. Artillery may never be included in hexes containing infantry or cavalry groups. There may never be a mixed cavalry and infantry group in the same hex.

8.0 Zones of Control

8.1

All units, except gunboats and HQ, exert a zone of control (ZOC) into the six hexes adjacent to the hex it occupies.

8.2

A unit that enters an enemy zone of control (EZOC) must stop its movement in that hex for that phase. Its movement for that phase is ended. When a unit enters any hex in an EZOC, combat will result.

8.3

ZOC don't extend into river hexes or across river hexsides. Friendly ZOC don't in any way inhibit friendly movement.

8.4

A unit that starts its side's movement phase in an EZOC may leave that EZOC, but is thereby considered "disorganized." A "Disorganized 2" marker is placed on such a unit to indicate that status. Such a moving unit may re-enter an EZOC, of the same or different enemy unit, but would then have to end its move in that new EZOC hex. A unit that starts its move in an EZOC may move from that hex directly into an adjacent EZOC hex, of that same enemy unit or a different one, but then must stop and may not move farther that turn. Such EZOC to EZOC units also get "Disorganized 2" markers.

8.5

A unit that's used strategic movement during any portion of its move may not enter any hex containing an EZOC.

9.0 Combat

9.1

In general, a combat unit that enters an EZOC has thereby initiated combat against one or more of the enemy units to which it has moved adjacent.

9.2

The phasing player may move as many of his units into EZOC as he is able before starting the resolution of any one of those attacks.

9.3

All hexes occupied by enemy combat units to which the phasing player has friendly combat units adjacent must be attacked during his combat phase.

9.4

Not all friendly combat units adjacent to a hex occupied by an enemy combat unit or stack need attack, as long as at least one friendly combat unit does attack into each such adjacent enemy occupied hex.

9.5

Not all defending combat units in a hex need defend, as long as one combat unit does defend in each hex attacked.

9.6

No more than one infantry or cavalry unit (or group) of the attacking player's choice may attack from one hex during the same combat phase. Any excess infantry and/or cavalry units in the hex aren't allowed to attack. Artillery units may always attack.

9.7

No more than one infantry or cavalry unit (or one group) of the defender's choice may defend in any one hex against a "one-direction attack." A one-direction attack is defined as an attack coming from just one hex or two immediately adjacent hexes. Any excess infantry and/or cavalry units in the hex aren't allowed to participate in defenses against such attacks.

9.8

Two combat units (or a group of units) may defend, at the defending player's option, in one hex against a "two-direction attack." In such cases, however, each defending unit (or group) must be attacked separately by the attacker. A two-direction attack is an attack coming from two non-adjacent hexes or from three or more hexes.

9.9

An artillery unit in a hex may add its combat strength to the defending unit in the hex or defend on its own. If more than one unit is defending in the same hex against a two-direction attack, it may add its strength to either defender or split it and apply part to each defense.

9.10

The defender indicates which units in a defending stack are defending before the attacker indicates which of his particular units are attacking.

9.11 HQ & Combat

A headquarters unit not stacked with combat units is never involved in combat. HQ may not enter EZOC unless that hex is occupied by one or more friendly combat units at that time. If an enemy combat unit moves adjacent to a friendly headquarters unit, the player owning that HQ immediately uses the Headquarters Table for the disposition of each such HQ unit. If that occurs during the opponent's movement phase, the enemy combat units involved may continue their movement without penalty. Each headquarters stacked with friendly combat units that are involved in either an attack or defense must also consult the Headquarters Table at the end of each combat resolution.

9.12

No unit may attack or defend against any enemy unit to which it isn't adjacent.

9.13

A defending player unable to defend a hex with an infantry or cavalry unit (or group) with a combat strength of five or more may add combat strength points from another unit of the same type in that same hex in order to increase the defense strength up to five. Only one unit may loan combat strength in that way, and only one unit (or group) may receive such loaned strength points within a hex during any one attack. If the combat results affect the reinforced unit, they affect the lending unit equally if it has loaned at least half its strength, otherwise it's not affected at all.

9.14

When a unit attacks two or more defending units [or groups] in two or more hexes, the defensive combat strength in each attacked hex are totaled into one combined strength for odds calculation.

9.15

When two or more units make a one-direction attack against one defending unit (or group), the attacking player chooses to attack with either or both units if in different hexes. If he chooses to attack with both, the attacking units' strengths are totaled into one combined strength for odds calculation.

9.16

When two or more units attack a hex containing at least two combat units (or a group) in a two-direction attack, and the defending player exercises his option to defend with two units, the attacking player must attack both units separately. The defender must indicate which pair of adjacent hexes (or “defensive field”) each unit will defend (they may not overlap), and to whom the friendly artillery in the hex (if any, and if it’s not defending by itself) will apply its combat strength before the attacker indicates his attacking units.

9.17

When several units in different hexes attack several enemy units in different hexes, the attacker has the choice of dividing combat into more than one attack as long as the following conditions are met.

- 1) He must attack the defending units chosen by the defender in every hex to which he has attacking units adjacent.
- 2) All attacking units must be adjacent to the units in the hex they’re attacking.

9.18

Attacks at odds of less than 1:3 aren’t allowed. In cases where odds are found to be worse than 1:3, all would-be attacking units must retreat before combat. Attacks at odds of greater than 5:1 are treated as 5:1.

10.0 Combat Resolution

10.1

To resolve each attack, the attacker’s combat strength is compared to the defender’s combat strength as a ratio (attacker’s strength first). The ratio is rounded in favor of the defender. For example, eight factors attacking four factors becomes 2:1 odds; three factors attacking seven factors becomes 1:3 odds. The odds are cross-indexed with a die roll on the Combat Results Table (CRT) to get the result of that one combat. The combat result must be applied immediately.

10.2

The attacker rolls the die and resolves the battle according to the result corresponding with that die roll under the proper odds column of the CRT. Modified die rolls less than “0” are treated as “0” results. Similarly, modified die rolls greater than “7” are treated as “7” results.

10.3

Combat results are applied as follows.

DR + D1 = one defending unit, of the defender’s choice, loses one step and all involved defending units retreat.

D1 = One defending unit, of the defender’s choice, loses one step.

XC = Exchange = one defending unit and one attacking unit, each of the owing player’s choice, lose one step each.

C = Contact = no result. All units simply remain in place.

EXC + DR = one defending unit and one attacking unit, each of the controlling player's choice, lose one step and all involved defending units retreat.

A1 = one attacking unit of the attacker's choice loses one step.

AR + A1 = one attacking unit of the attacker's choice loses one step and all involved attacking units retreat.

10.4

The owning player always retreats his own units. All retreats are conducted in the same way. Each retreating unit may retreat either one or two hexes, at the controlling player's discretion. The first hex entered by the retreating unit must be the one directly opposite the enemy unit's hex. For example, the first hex entered by a retreating unit that was in hex 4324, and that was attacked from hex 4323, would be hex 4325.

10.5

If a retreating unit is adjacent to more than one enemy unit, the retreating player may choose which hex to retreat into, as long as it is directly opposite one of its opponent's hexes.

10.6

The second hex of a retreat may be in any direction the controlling player desires. It may not retreat back into the hex from which it just retreated.

10.7

In addition to the above, all retreats must also conform to the following three strictures.

- 1) A unit may never retreat into an EZOC if there is another non-EZOC retreat hex available.
- 2) If a unit must retreat into an EZOC because there are no other hexes that aren't in EZOC, it must end its retreat in that EZOC hex and may retreat no farther. No second hex of retreat may be made into an EZOC hex.
- 3) A unit that retreats onto friendly units may ignore stacking restrictions. If that stack is attacked in the next combat round or phase, the retreated-in unit's strength isn't counted in defense, though such units would be subject to the combat result. The controlling player must conform to stacking restrictions by the end of his next movement phase or eliminate the over-stacked units (owning player's choice).

10.8

After all attacks have been resolved, the attacker may choose to retreat any or all of his units that then remain adjacent to enemy units. Such retreats are called "voluntary retreat," and they're conducted under the same strictures as given above. After the attacker has conducted his voluntary retreats, if any, the defender may choose to voluntarily retreat any or all of his units then still adjacent to enemy units. Note that a unit may not advance after combat (see 10.9 below) if the defender's hex was vacated in this manner.

10.9

A unit may advance into a hex vacated by an enemy unit(s) if it qualifies under any one of the following criteria.

- 1) It's adjacent to a hex vacated as a result of combat and it, or any units stacked with it, participated in an attack that included at least one of the units in the vacated hex.
- 2) All advances must be made immediately as they become available. Any number of units that qualify may advance within stacking restrictions.
- 3) A unit may advance one hex into a vacated hex, or to an unoccupied hex adjacent to the vacated hex, as long as at least one advancing unit occupies the vacated hex.

10.10 Combat Rounds.

After all battles initiated by the attacker have been resolved and all retreats and advances conducted, a "round" of combat has been completed. If, after a round of combat, there are no longer any units in EZOC, that combat phase is over and the phasing player proceeds to his reorganization phase. If, however, there are still enemy units adjacent to one another, another round of combat may be conducted at the attacker's choice. There's no limit to the number of combat rounds that may occur in a given combat phase.

10.11

Units that attacked or defended in a previous round of combat need not attack or defend in the current round. Both players may choose to attack or defend with units different than those used in a previous round, based solely on their positions relative to one another at that time.

10.12

All combat rounds are conducted in the same way, and all must conform to the rules and qualifications of combat with one exception: after the first round of combat the attacker isn't required to attack every defending hex to which he has friendly units adjacent. If he does choose to attack a hex, or hexes, with one or more attacking units, he must attack every defending hex to which these attacking units are adjacent.

10.13

Each combat unit has two steps. The front side is the unit at "full strength"; the reverse side of the counter is the unit at "reduced strength." A unit at reduced strength may only attack using the reduced-strength combat factor printed on the reverse side of its counter.

10.14

A unit that loses a step as a result of combat is flipped over so its reduced strength side shows upward. A unit that's already lost a step is eliminated (permanently removed from play) if its forced to lose another step.

10.15

When losing a single step as a result of combat, the owning player may take it from any of his units (if not in a group), involved in that battle. Combat results that affect a group of units affects each unit in that group equally. That is, for example, a combat result of "D1" would force each unit in a defending group to lose one step, not just one unit within the group.

11.0 Terrain & Other Effects on Combat

11.1

A unit that occupies a woods or a Hornets' Nest hex (2023 to 2419, inclusive) doesn't have to retreat if called on to do so by the CRT. The controlling player may decide to retreat but isn't required to do so.

11.2

Units may be retreated off the map if in a position to do so. In such cases, they must remain off the map at least one complete game turn, and they may return as if they were a reinforcement, either via their exit hex or via the closest hex not then in an EZOC (owning player's choice on a case by case and turn by turn basis). Units may not retreat off-map via the Tennessee River.

11.3

In any attack, if one or more of the attacking units is on a higher elevation than all involved defending units, subtract one from the die roll.

11.4

For each defending unit in a battle that's disorganized (level "1" or "2") or shattered, subtract one from the die roll.

11.5

If one or more HQ units with a reorganization value of four or more is stacked with an attacking unit, subtract one from the die roll.

11.6

For every unit attacking from a hex that isn't within the defender's two-hex field of defense (see 9.16), subtract one from the die roll.

11.7

If one or more defending units is on a higher elevation than all attacking units, add one to the die roll.

11.8

If at least one defending unit (other than Union cavalry) is in a Hornets' Nest hex, add one to the die roll.

11.9

If one or more HQ units with a reorganization value of four or more is stacked with a defending unit, add one to the die roll.

11.10

For every cavalry unit involved in an attack against a lone infantry unit, add one to the die roll.

11.11

For every attacking unit that's disorganized, add one to the die roll.

11.12

If a defending force is attacked solely through creek or stream hexsides, add one to the die

roll. If one or more attacking units are on the same side of the creek/stream as the defending force, this modifier is cancelled. Note that combat is not allowed across river hexsides.

11.13

For each defending unit that isn't "alert" (see section 17.0), subtract one from the die roll.

11.14

All Union cavalry units have their combat strength doubled when defending.

11.15

A disorganized unit that loans part of its strength to another unit also loans its disorganization to that unit.

12.0 Shattered & Disorganized Units

12.1

Combat units that exit an EZOC — whether involuntarily as a result of combat, voluntarily during the voluntary retreat step, or during their movement phase — are thereby disorganized. All units that become disorganized should have a "Disorganized 2" marker placed on them to indicate their status.

12.2

At the start of each of his disorganization phases, the phasing player flips over every "Disorganized 2" marker then on his own units so their "Disorganized 1" sides show upward.

12.3

During each of his own reorganization phases, the phasing player rolls a die for each of his units with a "Disorganized 1" marker on it and that isn't adjacent to an enemy combat unit. A roll of one or two means a rolled-for unit has reorganized, and the marker is removed. A roll of three through six means the unit is still disorganized. Headquarters may modify the die roll (see 14.0)

12.4

An attacking or defending unit that loses a step in combat is "shattered." The effects of shattering don't set in until the end of the combat phase (not round) in which the step is lost. At the end of the combat phase, a "Shattered" marker is placed atop each unit that lost a step any time during that phase.

12.5

The two levels of disorganization affect combat units in the same way. The two levels have been distinguished from each other only as a convenient means of regulating the time for reorganization. Shatter and disorganization affect combat and strategic movement as follows.

1) For every attacking unit that's disorganized in a battle, add one to the die roll.

2) For every defending unit that's disorganized in a battle, subtract one from the die roll.

- 3) A disorganized cavalry or infantry unit may use strategic movement, but moves only two hexes per MP expended.
- 4) A shattered unit may not attack, nor may it enter EZOC. It may defend, but only using its reduced combat strength. When/if it loses its shattered status — which occurs automatically during the single “Night” game turn; see section 15.0 — it may attack the following day, but only by using its reduced combat strength.
- 5) A shattered unit immediately surrounded by EZOC and/or enemy units at the start of its own side’s movement phase surrenders at that time. Remove such units from the board as if they were eliminated. If an HQ is present, roll on the HQ Table.

13.0 Orders of Battle

13.1

Each player’s order of battle and appearance is presented in section 19.0.

13.2

Units designated to arrive in play during the turn in progress may enter via the entry hex listed at any time during the owning player’s movement phase.

13.3

Reinforcements may not enter in stacks except for HQ, which may stack freely with any unit. All other units must enter individually; though they may stack immediately after they leave their hex of entry.

13.4

When a unit enters the map, it must count the first hex it enters as part of its move. If more than one unit is to enter during a turn along the same road, they must do so “in column,” so each unit entering moves at least one hex less than the one preceding it. That is, it’s considered to have started its move from off the map one hex behind the preceding unit.

13.5

Units may enter via road hexes using either normal or strategic movement, decided on a unit-by-unit basis by the owning player.

13.6

Units entering via the same hex during the same phase may do so in any order determined by the controlling player.

13.7

Units scheduled to enter via a road hex that’s enemy occupied or in an EZOC may not enter at that hex. In that case, for the loss of one MP, they may enter up to two hexes away from their blocked entry hex. Such units may, in fact, expend any number of MP in order to move a desired distance away from their blocked entry hex, as long as at least one MP remains unspent in order to allow them to actually enter an edge hex. Thus, for example, three MP expended would allow a blocked unit to enter the board up to six hexes from the designated entry hex. If more than one unit uses this variable entry option and they enter at the same hex, they must enter in column as described in 13.4.

13.8

The variable entry option given above is voluntary, and a reinforcement may utilize it even if its listed entry hex isn't blocked by enemy units.

13.9

Reinforcements don't have to enter on the turn indicated, but may delay arrival for as long as desired by the controlling player. They may not change their entry hex, however, except by using the variable entry option of 13.7. Exception: see 13.10 below.

13.10 *Pittsburg Landing*

If entry hex C (Pittsburg Landing, hex 3330) is enemy-occupied or in an EZOC, reinforcements scheduled to enter there may instead land off-map at Crump's Landing. That will delay the entry of such units (decided on a unit-by-unit basis at the Union player's choice) five turns. Any units diverted to Crump's Landing enter the map at Hex D (4717). If Hex D is enemy occupied, use the variable entry option described in 13.7 to allow them to enter within six hexes of Hex D.

14.0 Headquarters

14.1

Headquarters (HQ) have a special function in aiding the reorganization of disorganized units and in modifying the combat die result. On the reverse of each headquarters counter is a number called its "reorganization value." That number represents the maximum die roll a player needs to roll during his reorganization phases in order to reorganize disorganized units with the aid of that HQ.

14.2

Union division HQ may only apply their reorganization value to units of their own division and that are within three hexes of their location.

14.3

Union army HQ may apply their reorganization value to all units in their army within three hexes of their location.

14.4

Confederate corps HQ may apply their reorganization value to all units in their corps within five hexes of their location.

14.5

Confederate army HQ may also apply their reorganization value to all units in their army within three hexes of their location.

14.6

There's no priority as to which HQ to use if more than one qualifies to aid in reorganizing the same unit. The controlling player may choose any one of the qualifying headquarters to aid in any reorganization for which it's eligible. Only one reorganization attempt may be made per unit per friendly reorganization phase.

14.7

Those HQ with reorganization values of four or more may modify the combat die roll by one

in their own side's favor in any battle in which they're stacked with either an attacker or defender.

15.0 Night

15.1

The length of time covered by the game includes one night game turn (8pm-5am).

15.2

During the night turn, combat isn't allowed, nor may units generally enter EZOC (exception: see 16.7). A unit that starts the night turn in an EZOC may remain there during the night turn without attacking. It may retreat out of the EZOC, but may not do so if it would mean entering another EZOC.

15.3

At the start of the night turn, both players, before starting any other activities, remove all disorganized and shattered markers from all units on the map.

15.4

Only strategic movement may be utilized during the night turn, except as described above in 15.2.

16.0 Gunboats

16.1

The Union player has two gunboat markers. During Union Combat Phases, they may be placed on any enemy occupied hex within three hexes of the Tennessee River (see 16.3). That placement indicates their target hex. At the end of each Union Combat Phase the markers are removed from the map until placed again the following turn (exception: see 16.6 below).

16.2

Gunboats are similar to artillery. They add their combat strength to any Union attack into their targeted hex. They may attack alone or in conjunction with other Union units. Gunboats may not be attacked nor can they suffer any adverse combat results. (EXCEPTION: See 16.5) Their sole function is to add combat strength points to attacks within range.

16.3

Gunboats may attack any enemy unit within three hexes of the Tennessee River. The combat strength of a gunboat is based on the distance the target is from the river. If the target hex is a Tennessee River shoreline hex (for example, 4629), the gunboat has a combat strength of 10. If the target is one inland from the shoreline (for example, 4628), the gunboat has a combat strength of five. If the target is three hexes from the full river (for example, 4627), the gunboat has a combat strength of one. Hexes farther than three hexes from the full Tennessee River may not be the target of a gunboat. Within those strictures, both gunboats may be targeted separately or into the same hex.

16.4

If the target of an attack conducted solely by gunboats is shattered or disorganized, apply the applicable die roll modifier. That's the only applicable modifier to such attacks. Further, the only adverse combat result in such attacks is D1. All other combat results are ignored (retreat is voluntary). Normal combat rules apply if a gunboat attacks in conjunction with ground units. During any given Union Combat Phase, gunboats may continue to attack a target as long as it remains in range, over any number of combat rounds. Gunboats may not change targets during the same turn, even if the original target is out of range while other potential targets are in range.

16.5

During the Confederate Combat Phases, the Confederate player may attempt to "run off" Union gunboats. If five factors of artillery are located in a Tennessee River shoreline hex (for example, 4530), the Confederate player rolls one die twice. A combined die roll of two or less successfully runs off one gunboat. For each additional five factors of participating artillery, subtract one from the combined die roll total.

16.6

Gunboats that have been run off are immediately and permanently removed from play.

16.7

An artillery unit that participates in an attempt to run off a gunboat may not make a regular attack during that same turn.

16.8

The only attacking allowed at night is a pure gunboat bombardment attack against in-range Confederate units, and Confederate "run off" attempts against gunboats.

17.0 Surprise

17.1

No Union unit may move during the 6 April, 6am game turn. Effectively, the Confederate player gets two consecutive turns (6am and 7am) During the 7am turn, only "alerted" Union units may move. A unit that's attacked doesn't become alerted by that attack.

17.2

Only the following Union units are alerted at the beginning of the 6 April, 7am turn: all units of Prentiss's Division and all units of Sherman's Division except Stuart's Brigade.

17.3

Beginning with the start of 6 April, 8am turn, all Union units are considered alert then and for the rest of the game.

17.4

For every defending unit in a battle that isn't alert, subtract one from the die roll. Note that all Confederate units are always alert. Alert rules don't pertain to the second day of the battle.

18.0 Victory Conditions

18.1

Both players continue alternating their player turns and marking time on the Turn Record Track until the last game turn of the scenario being played has been finished, or one player gives up, whichever comes first.

18.2

Each player gains a certain number of victory points (VP) for accomplishing the following objectives. Both players should openly keep a running total of their own VP on a piece of paper off to the side of the map

Victory Point Awards Table

U	C	OBJECTIVE
		Each eliminated enemy infantry or artillery unit
		Each eliminated enemy cavalry unit
Reorganize	Reorganize	Each eliminated enemy HQ
		Each enemy infantry or artillery unit at reduced strength at end of play
		Each enemy cavalry unit at reduced strength at the end of play
		Control of Pittsburg Landing (Hex C, 3330).
		Control of Entry Hex B (01)
		Control of Entry Hex D (47)
		Control of Entry Hex E (28)
		Control of the Peach Orchard (1823)
		Control of all Hornets' Nest hexes (2023-2419)
		Control of Duncan Field (2)
		Control of Water Oaks Point (2413)
		Control of Shiloh Church (2)
		Control of hex 2407
		Control of Mulberry Field (3321)
		Control of Perry Field (362)
		Control of Chamber's Field (3624)
		Control of Hamburg-Savannah Road turn off (3023)
		Control of hex 3326.

18.3

“Control” is defined as physically occupying or being the last to occupy the objective hex

with a friendly infantry unit at the time of victory determination. The infantry unit doesn't have to be at full strength or organized to qualify.

18.4

The scenario instructions list the objectives controlled by each player at the start of play. A marker of the controlling side should be placed on all objective hexes and changed as needed throughout play.

18.5

At the end of the last daylight turn of 6 April, a victory check is made. Both players should then check their VP totals for controlling objective hexes (but not for eliminated or reduced enemy units).

18.6

If one player has a 2:1 or higher ratio in VP than his opponent, with a minimum VP total of 30 or more, he wins the game at that time. If neither player wins an immediate victory, play continues. A second victory check is made at the end of the last turn of 7 April. If, by the end of that turn, neither player has won as described above in 18.5, the player with the most VP (including those for eliminated and reduced enemy units) wins.

18.7

When playing the shorter scenarios that end with the coming of sundown on 6 April, only one victory check is made after that last turn.

19.0 Scenarios

19.1 Johnston Attacks Scenario, 6 April, 1862

First Turn: 6am, 6 April

Last Turn: 7pm, 6 April

Length: 14 turns

Control:

The Union player controls all objectives except entry hexes B and E.

Union Set Up

Army of the Tennessee, Maj. Gen. U.S. Grant, Commanding
McClelland's Division HQ 2414

Hare 3116

Marsh 2715

Raith 2215

McCullough (cav) 2515

McClelland's Battery 2814

W.H.L. Wallace's Division HQ 3523

Tuttle 3526

McArthur 3621

Sweeny 3724

W.H.L. Wallace's Battery 3522

Hurlbut's Division HQ 2623

Williams 2622

Veatch 3322

Lauman 2624

Hurlbut's Battery 2623

Sherman's Division HQ 2112
McDowell 2307
Stuart 1725
Hildebrand 2113
Buckland 2111
Sherman's Battery 2113
Prentiss's Division HQ 1617
Peabody 1516
Miller 1519
Ingersoll (cav) 1520
Prentiss' Battery 1519

Union Reinforcements

8am Tindall C, AoT Battery at C
9am Reid at C
10am Grant HQ at C
1pm Buell HQ at C
3pm Gunboat Tyler
6pm Gunboat Lexington; Ammen & Bruce (AoO) at C
7pm Lew Wallace's Division at D

Confederate Set Up

Gen. Albert Sidney Johnston, Commanding 0404
Army of Mississippi, Gen. P.G.T. Beauregard, Commanding 0404
First Corps, Maj. Gen. Leonidas Polk HQ 0203
I Corps Cavalry 0303
Clark's Division
Russell 0404
Stewart 0405
Clark's Battery 0404
Cheatham's Division
Johnson 0203
Stephens 0202
Cheatham's Battery 0202
Second Corps, Maj. Gen. Braxton Bragg HQ 0606
Ruggles's Division
Gibson 0805
Anderson 1004
Pond 1203
Ruggles's Battery 1004
Withers's Division
Gladden 0410
Chalmers 0409
Jackson 0407
Withers' Battery 0406
Third Corps, Maj. Gen. W.J. Hardee HQ 1107
Shaver 0709
Cleburne 1405
Wood 1107
Hardee's Battery 1405
Independent Unit

Clanton (cav) 0304

Confederate Reinforcements

7am Reserve Corps, Brig. Gen. J.C. Breckinridge (all units) at A

11am Wharton (cav) at E

1pm Adams (cav) at B

2pm Forrest (cav) and Maney at B

19.2 The Hornets' Nest Scenario

First Turn: 12pm 6 April

Last Turn: 7pm 6 April

Length: 8 turns

Special Rules:

Units not listed as set up or reinforcements are considered eliminated. Place them aside for the VP check at the end of the game.

Control: the Confederate player controls the following objective hexes: entry hexes B and E, Water Oaks Pond, Shiloh Church and 2407. All others are controlled by the Union player.

Union Set Up

Army of the Tennessee, Maj. Gen. U.S. Grant HQ 3325

AoT Battery 3023

McClermand's Division HQ 2716

Hare (shattered) 2617

Raith (shattered) 2617

Marsh (shattered) 2716

McCullough (cav) 2816

McClermand's Battery 3016

W.H.L. Wallace's Division HQ 2119

Tuttle (shattered) 2119

McArthur 2023

Sweeny (shattered) 2418

W.H.L. Wallace's Battery 2021

Hurlbut's Division HQ 1920

Williams (shattered) 1822

Lauman 1920

Hurlbut's Battery (shattered) 1821

Sherman's Division HQ 3014

McDowell (shattered) 3014

Buckland (shattered) 3213

Hildebrand (shattered) 2815

Sherman's Battery (shattered) 3014

Prentiss's Division HQ 2020

Peabody (shattered) 2020

Tindall 2020

Reid 2120

Independent Unit

Oliver 3327

Union Reinforcements

1pm Buell HQ at C

3pm Gunboat Tyler

6pm Gunboat Lexington; Ammen & Bruce (AoO) at C
7pm Lew Wallace's Division at D

Confederate Set Up

General Albert Sidney Johnston, Commanding 1615
Army of Mississippi, Gen. P.G.T. Beauregard, Commanding 1615
First Corps, Maj. Gen. Leonidas Polk HQ 2015
I Corps Cavalry 2016
Clark's Division
 Russell 2415
 Stewart 2216
 Clark's Battery 2216
Cheatham's Division
 Stephens (shattered) 1720
Johnson 2614
 Cheatham's Battery 1720
Second Corps, Maj. Gen. Braxton Bragg HQ 1517
Ruggles's Division
 Gibson 1818
 Anderson (shattered) 2613
 Pond 2712
 Ruggles's Battery 2613
Withers's Division
 Gladden 1818
 Chalmers 1626
 Jackson (shattered) 1622
 Withers' Battery 1622
Third Corps, Maj. Gen. W.J. Hardee HQ 2413
 Shaver (shattered) 1918
Cleburne (shattered) 2316
 Wood (shattered) 2017
 Hardee's Battery 2316
Reserve Corps, Brig. Gen. J.C. Breckinridge HQ 1620
 Trabue 2612
 Bowen 1621
 Statham 1620
 Breckinridge's Battery 1519
Independent Units
 Clanton (cav) 1527
 Wharton (cav) 2911

Confederate Reinforcements

1pm Adams (cav) at B
2pm Forrest (cav) and Maney at B

19.3 Grant Attacks Scenario, 7 April, 1862

First Turn: 5am 7 April

Last Turn: 7pm 7 April

Length: 15 turns

Special Rules:

Units not listed as set up or reinforcements are considered eliminated. Place them aside for

the VP check at the end of the game.

Control: the Union player controls the following objective hexes: Pittsburg Landing, entry hex D, Mulberry Field, Perry Field, Chamber's Field, hex 3326, and the Hamburg-Savannah Road turn-off hex. All others are controlled by the Confederate player.

Union Set Up

Army of the Tennessee, Maj. Gen. U.S. Grant, Commanding 3424

AoT Battery 3520

McClermand's Division HQ 3421

Marsh (shattered) 3421

McClermand's Battery (shattered) 3421

WHL Wallace's Division

McArthur (shattered) 3520

Sweeny (shattered) 3619

Lew Wallace's Division HQ 3818

Smith 3719

Thayer 3818

Whittlesey 3918

Lew Wallace's Battery 3719

Hurlbut's Division HQ 3323

Williams (shattered) 3324

Lauman (shattered) 3323

Sherman's Division HQ 3420

McDowell (shattered) 3420

Sherman's Battery (shattered) 3420

Independent Unit

Oliver 3326

Army of the Ohio, Maj. Gen. Don Carlos Buell, Commanding 3424

Crittenden's Division HQ 3125

Boyle 3224

Smith 3125

Crittenden's Battery 3125

Nelson's Division HQ 3127

Hazen 3126

Ammen 3128

Bruce 3127

McCook's Division HQ 3327

Rousseau 3327

King 3429

Kirk 3328

Gibson 3329

McCook's Battery 3327

Independent Unit

Wood 3330

Union Reinforcements

1pm July 7 Wood's Division at C

Confederate Set Up

Army of Mississippi, Gen. P.G.T. Beauregard, Commanding 1517

First Corps, Maj. Gen. Leonidas Polk HQ 1810

I Corps Cavalry 1711
 Clark's Division
 Russell (shattered) 2406
 Stewart (shattered) 2407
 Clark's Battery 2307
 Second Corps, Maj. Gen. Braxton Bragg HQ 1615
 Cheatham's Division
 Stephens (shattered) 1713
 Johnson (shattered) 1714
 Cheatham's Battery (shattered) 1716
 Ruggles's Division
 Gibson (shattered) 2414
 Anderson (shattered) 2413
 Pond (shattered) 2512
 Ruggles' Battery 2413
 Withers's Division
 Gladden (shattered) 1722
 Chalmers (shattered) 2222
 Jackson (shattered) 1623
 Hill 1711
 Withers' Battery (shattered) 1623
 Third Corps, Maj. Gen. W.J. Hardee HQ 2011
 Shaver (shattered) 2011
 Cleburne (shattered) 1911
 Wood (shattered) 1913
 Hardee's Battery 1610
 Reserve Corps, Brig. Gen. J.C. Breckinridge HQ 2018
 Trabue (shattered) 2018
 Bowen (shattered) 2115
 Statham (shattered) 2017
 Breckinridge's Battery (shattered) 2016
 Independent Units
 Clanton (cav) 0715
 Adams (cav) 0616
 Wharton (cav) 3113
 Forest (cav) 0830
 Maney 1822

19.4 Bloody April, the Battle of Shiloh, 6-7 April, 1862

First Turn: 6am 6 April

Last Turn: 7pm 7 April

Length: 30 turns

Control:

The Union player controls all objective hexes except entry hexes B and E.

Union Set Up

Use the Johnston Attacks Scenario set up

Union Reinforcements

8am July 6 Tindall and AoT Battery at C

9am Reid at C

10am Grant HQ at C
1pm Buell HQ at C
3pm Gunboat Tyler
6pm Gunboat Lexington; Ammen & Bruce (AoO) at C
7pm Lew Wallace's Division at D
Night Army of the Ohio, Maj. Gen. Don Carlos Buell, Commanding
McCook's Division at D
Hazen at D
Crittenden's Division at D
Wood (ind) at D
1pm July 7 Wood's Division at C

Confederate Set Up

Use the Johnston Attacks Scenario set up

Confederate Reinforcements

7am July 6 Reserve Corps, Brig. Gen. J.C. Breckinridge (all units) at A
11am Wharton (cav) at E
1pm Adams (cav) at B
2pm Forrest (cav) & Maney at B
6am July 7 Hill at B