

**Shiloh FAQ v1.0**  
**09 February 2011**

This FAQ has been compiled from questions and answers (with edits) posted to Consimworld, the Columbia Games Discussion Board, and BoardGameGeek. Answers have been reviewed and revised by Grant and Tom Dalglish, the game's designers.

Please send all corrections to *wkover* via BGG mail.

**GENERAL**

**Q: Is the 2-block maximum for initial USA deployment the maximum per division, or per area?**

A: Maximum per **area**. This can be two blocks from the same division, or one block from two different divisions.

**Q: Do HQ units count towards the 2-block maximum per area for the USA set up?**

A: Yes.

**Q: Is rebuilding an eliminated HQ mandatory or optional?**

A: Rebuilding of HQs is **optional**, and cannot be done if this would overstack an area. For those who like a tad more realism, an HQ really should be rebuilt in the area where the next most senior commander is located. Seniorities are listed in the sidebar.

**Q: Nothing in section 1.1 explicitly prevents the CSA player from initially deploying units in areas already occupied by USA units. Is this allowed?**

A: No. CSA units may only deploy in areas that are vacant or friendly.

**THE MAPBOARD**

*Note:* Cardinal directions in the following Q&A are taken from the compass rose on the mapboard. For example, the Tennessee River is on the eastern edge of the board.

**Q: What are the different map features that serve as area borders?**

A: Woods, creeks, streams, ravines, and slopes can serve as area borders. Roads are never area borders. For instance, Crescent Field and Woolf Field share the same area because there isn't a border feature that separates them.

**Q: The term "stream" isn't defined in the rules. Are streams the same as branches? Where are the streams and creeks located on the board?**

A: Owl Creek is the wide path of water on the northwest corner of the map; Lick Creek forms the borders of the southeast corner area of the map. These are impassable borders except at bridges and fords. Upper Landing borders created by the extension of the Tennessee River are also impassable (due to flooding on the date of the battle).

Other water borders, named or not, are streams, except when a stream runs between two slopes, the border is termed Ravine. The border between Brown's Ferry and Pittsburg Landing is a ravine, for example.

**Q: What is an example of a slope on the map? What is meant by the "dark line" that marks the top of a slope?**

A: The area south of entry area D (across Best Ford) shares a slope border with the Crescent/Woolf Field area. The "dark line" is the dark shading on the side of the border closest to Crescent Field. Therefore, units following the road from Crescent Field towards Best Ford would be traveling downhill. Likewise, units traveling from the area containing "Purdy Road" into entry area C would be traveling uphill.

**Q: Three water borders on the board are also marsh borders. Are these borders passable or impassable?**

A: Players must adhere to the most restrictive border terrain when multiple types of terrain constitute a border. The two Creek/Marsh borders are impassable because Creeks are impassable. The Stream/Marsh border southeast border of the "Corinth Road" area is the more restrictive Marsh border, meaning it can be crossed by 1 unit using normal movement, but no unit can **attack** across that border.

**Q: There is a woods border that separates the Upper Landing area from McCuller's Field. Is this the only passable border out of the Upper Landing area?**

A: Yes. All other Upper Landing borders are impassable **Creek** borders.

**Q: Why are there two start locations for Hardee printed on the mapboard?**

A: The Wood's Field Hardee is a misprint. Per the CSA order of battle reference card, the correct start location for Hardee is Seay Field. Bragg should start in Wood's Field with Johnston.

**Q: Where are the fords on the mapboard?**

A: The fords are indicated by blue dots, including the half-hidden blue dot between Duncan and Wicker fields.

## COMMAND AND MOVEMENT

### **Q: Does command range extend across unforded streams and unforded ravines?**

A: Yes. These are passable borders. So, for example, the USA player may initially deploy (and command) 5<sup>th</sup> Division blocks in the Lost Field and Rea Field areas because both areas are initially within the range of the 1-CR Sherman HQ unit. Similarly, the CSA player may initially deploy (and command) 3<sup>rd</sup> Corps blocks in the area southwest of Thomil Field because the area is initially within range of the 2-CR Hardee HQ unit.

### **Q: In section 2.22 and 5.5, no mention is made of player 2 being able to move units without activating HQs. Is this intentional?**

A: No. Player 2 can also move units without HQ activation just like Player 1.

### **Q: When units are moved without HQ activation, is the die roll for stragglers done after all of the active player's blocks have moved, or after each individual block is moved?**

A: The roll for stragglers is performed after the active player's movement phase is complete - not after each individual block is moved.

### **Q: What does the phrase "HQs in a battle cannot activate" (5.2) mean?**

A: It means that any Player 2 HQs in an area just attacked by Player 1 cannot activate for command. Such HQs defend and retreat normally.

### **Q: Do the "Mixed Command" rules (5.23) apply to an Army HQ unit that shares an area with a Division/Corps HQ, or do they only apply to Division/Corps HQs in the same area?**

A: Mixed command applies only to DHQs and CHQs. AHQs can order any friendly units in the same area to move/attack subject to their block limits.

### **Q: When it activates, if an HQ is both an acting AHQ and division HQ, must the controlling player declare in what capacity the HQ is acting?**

A: Yes. An acting AHQ must declare its use as an AHQ, because it cannot act in both capacities on the same turn. Default is to act normally (not AHQ).

### **Q: Does the timing of movement impact border limits at all? Do border limits apply separately to road movement?**

A: Timing is always relevant since border limits are strictly enforced. Hence, the first four blocks to cross a Woods border prevent **any other blocks** from using that same border, even when road movement is involved. There are no separate limits or exemptions for Road Movement. A player can of course choose which blocks move first.

**Q: On a given turn, different units might travel across the same border in opposite directions. Do border limits apply to each direction of movement across a particular border, or are they strict limits regardless of direction?**

A: Border limits include all units traveling across the border, regardless of their direction of travel. Hence, only one (1) unit may cross a woods border if three (3) units already crossed the same border from the opposite direction.

## **COMBAT**

**Q: Can a gunboat attack different enemy-occupied riverfront areas in the same game turn, or is each gunboat limited to attacking only a single enemy-occupied riverfront area per game turn?**

A: Each gunboat can only attack one Riverfront area per game turn. The two gunboats can both attack the same Riverfront area or, separately, attack two different Riverfront areas if desired.

**Q: Why would a zero-strength HQ attack?**

A: To pin one of the defending units. A zero-strength HQ can't inflict any damage, but it can still pin a unit effectively.

## **OFFBOARD ARRIVALS**

**Q: What are entry areas B and C for? They aren't mentioned anywhere in the rulebook.**

A: Columbia considered allowing divisions to enter via adjacent roads, but ultimately found the possibility too destabilizing. The entry areas were left on the map for ID purposes.

**Q: The CSA 9 am offboard reinforcements enter the mapboard at Road A, yet the number of units for this reinforcing group (8 blocks total) violates the 6-block stacking limit in that area. How should this be handled?**

A: Units entering from offboard can (5.6) can remain in the entry area, subject to stacking, without activation. They can also immediately move, HQ activation or Straggler Rolls required, as soon as they enter the map. Some blocks may have to move, or not enter the map, to avoid overstacking.

**Q: If the entry area for offboard arrivals is enemy occupied, does the HQ in the arriving group need to activate to attack?**

A: Yes. Off board HQ must activate to attack, but the HQ need not itself attack. The HQ loses one step as normal.

**Q: In the case of entry battles initiated by offboard blocks, can units from adjacent areas be brought into the battle area as defending reserves or additional attackers?**

A: Battles caused by arriving offboard blocks are resolved **normally** in the Battle Phase. Therefore, with respect to adjacent areas, Player 1 could add additional attacking blocks that fire in round 1, and Player 2 could add defensive reserves that fight in round 2. If the arriving blocks are controlled by Player 2, only that player would be able to bring in additional attacking blocks from adjacent areas.

**Q: A battle is caused by offboard arrivals (3 blocks maximum per 5.6) which are defeated. Can any remaining off-board blocks attack into the area on a later turn?**

A: Yes. Remaining offboard blocks can attempt re-entry later. Supply steps may be added to offboard blocks normally.