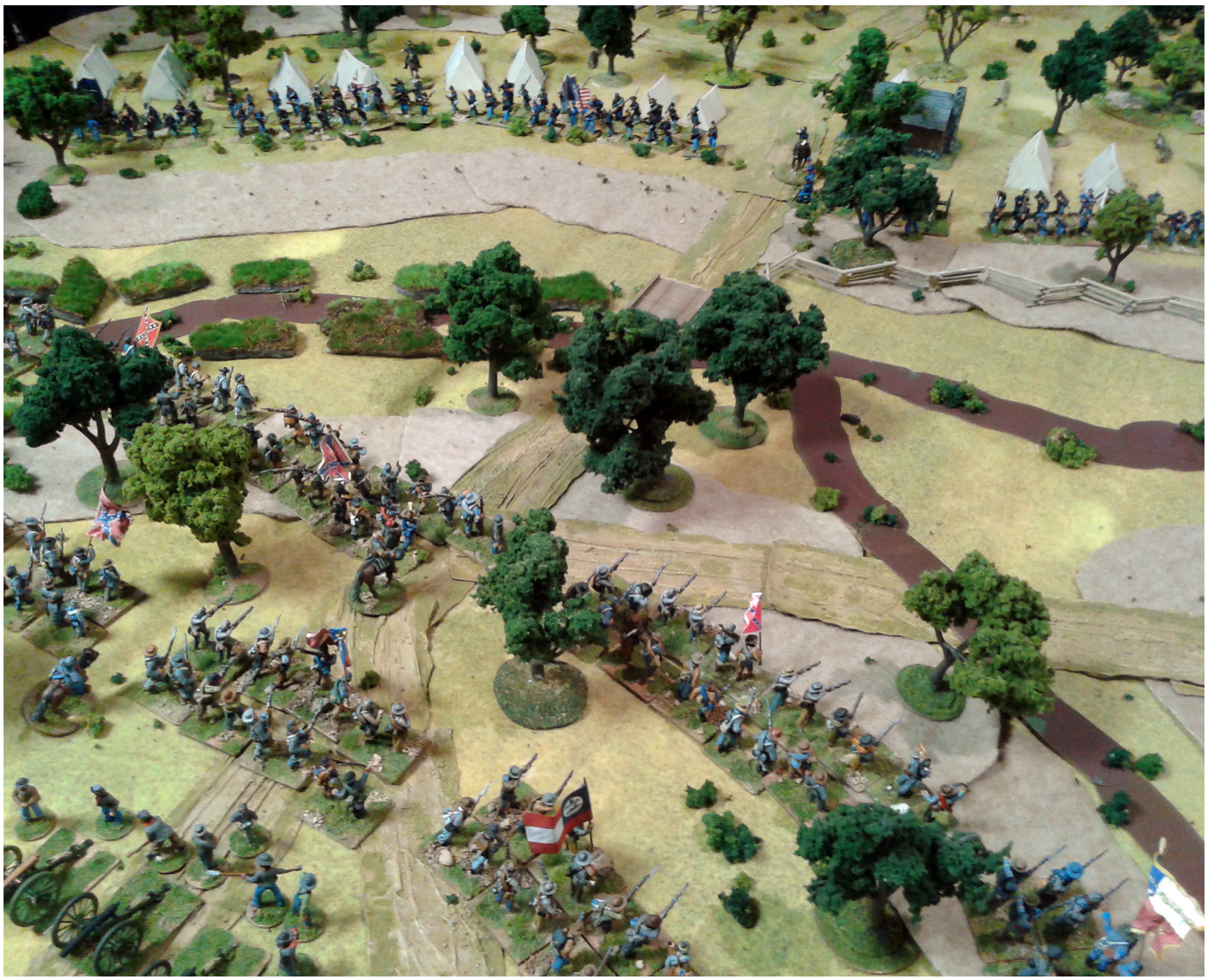


The Confederates begin their early morning attack at Shiloh.

SCENARIO

SHILOH CHURCH

Battle of Shiloh
April 6, 1862

By Mike Pierce
with Rich Hasenauer

The Scenarios

Shiloh Church is presented in two scenarios. The full scenario uses the map extension along the west table edge. Players with fewer troops and a smaller gaming area can leave out the extension where the fighting between Pond's and McDowell's brigades took place. Both scenarios recreate the early morning Confederate assault on the western half of the battlefield. The full scenario can be played by three or four Union and four or five Confederate players, and requires a 6-ft. wide by 4.5-ft deep gaming area when using 15mm figures, or a larger 9-ft. wide by 6-ft deep area for 25mm figures. The scenarios use a higher troop scale of 50-men per stand.

Terrain

Terrain for the full scenario should be laid out as shown in the scenario maps on page 3 and 4.

Elevations. Most of the battlefield lies on a single-level

elevation. The elevation is cut by several ravines. Only the first 3" (5" for 25mm) along the edge of a ravine or bluff is considered a slope. The top surface of the elevation beyond the slope is treated as level ground. You can simplify your terrain to represent the higher ground by simply marking the low ground below it with strips of green- or brown-colored fabric.

There are no crest lines blocking line of sight and a unit located inside a ravine or below the bluffs can see and be seen by the units on higher ground and behind the top edge of the slope. A unit moves at the broken ground rate to move up or down a slope. In charge combat, the defender receives a +1 for favorable ground if the attacker charged up a slope. The slopes and low ground below do not provide a cover modifier in fire combat.

Guns can fire further through woods when positioned on high ground overlooking a ravine (see special scenario rule).

Early Spring Woods. The terrain is heavily wooded but the trees have less foliage in early spring. Line of sight through woods is extended out to 10" (15" for 25mm). Units move through woods at the broken ground rate. In fire combat, the firing stands suffer a -1 modifier for partial cover when firing through woods, or a -2 for full cover if the target is dismounted cavalry. In charge combat a unit defending in woods receives a +1 modifier for favorable ground.

Boggy Ground. Some areas of low ground are boggy. Boggy ground has the same line of sight and combat effects as early spring woods, with the exception that units move through boggy ground at the rough-ground rate. Also, a unit must halt movement when it enters a stream flanked by boggy ground. Boggy ground is impassable to artillery. Units forced to retreat through boggy ground must lose formation and full retreat broken. Boggy ground has the same line of sight and cover modifier as woods. In charge combat, a defending unit receives a +2 modifier for strong position if the attacker charged through boggy ground. The modifier is not cumulative when also defending on high ground.

Streams. Streams are rated broken ground, or rough ground if the banks along the stream are boggy. In charge combat, the defending unit receives a +1 modifier for favorable ground if the attacker charged across a stream.

Clearings. Clearings are open ground and have no effect on movement, line of sight, or combat.

Fences. Fences are rated broken ground to cross and do not block line of sight. In a maneuver check, a unit in line or extended line aligned behind a fence receives a +1 modifier. Firing stands suffer a -2 modifier for full cover when firing at a target in extended line aligned behind a fence. In charge combat, a defending unit in line or extended line aligned behind a stone wall receives a +1 for favorable ground. Fences do not provide a defensive modifier in charge combat.

A section of fence may be dismantled equal to the width of the formation crossing the fence. Once dismantled, a fence does not affect movement or fire combat. A fence cannot be dismantled by a unit in extended line or a retreating unit.

Roads. All roads are in good condition. Units in march column, limbered guns, and leaders may move at the prorated road-movement rate.

If a unit is on a road bordered on both sides by woods, it is considered to be in the woods for determining its line of sight and cover modifier. A road with a clearing on one or both sides is considered open ground.

Buildings. Buildings are minor terrain features that have no effect on movement, line of sight, or combat.

Encampments and Sherman's Headquarters. Each Union regiment on the table has a corresponding encampment. Each encampment can be represented by two or three tent models arranged in a single row at the locations shown on the scenario map. A single tent is placed behind Shiloh Church to mark the location of Sherman's HQ.

The units and leaders in Sherman's Division start the scenario activated and deployed adjacent to their camps and are subject to a Surprise Attack Check on the first turn (see special scenario rule). Units in Raith's Brigade are deployed in the Purdee-Hamburg Road adjacent to their encampment.

An encampment is rated broken ground for movement, but does not affect combat or line of sight. Each camp is subject to "looting" by a passing Confederate unit (See special scenario rule). Sherman's HQ does not affect movement or looting.

Friendly Table Edge. Broken Confederate units must retreat toward the south table edge. Broken Union units must retreat toward the north table edge. If a broken unit at the table edge fails to reform in the following Maneuver Phase its remaining stands skedaddle off the table and count toward heavy casualties.

Order of Battle

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	114(86)	180(142)
Infantry command	13(10)	23(18)
Artillery (gun with limber)	11(8)	18(15)
Division leader	1	2
Brigade leader	4(3)	5(4)
Artillery leader	1	1
Total	144(109)	229(182)

The lower numbers listed in parentheses are the total stands needed when playing the short scenario.

Union Forces. Total stands represent a force of 6,790 men and 22 guns.

1) Starting units and leaders:

   Division leader Sherman

Brigade leader McDowell with 3 regiments (40 IL, 6 IA, and 46 OH) in line

Brigade leader Hildebrand with 3 regiments (53 OH, 57 OH, and 77 OH) in line

Brigade leader Buckland with 3 regiments (48 OH, 70 OH, and 72 OH) in line

Artillery brigade leader Taylor with 3 unlimbered batteries (B-1 IL, E-1 IL, and 6 IN).

2) Activate on turn 3: brigade leader Raith with 4 regiments (17 IL, 29 IL, 43 IL 49 IL) in line, and 1 limbered battery (E-2 IL). Activate all units earlier, on the turn an enemy unit moves within 10" (15" in 25mm) of Raith's Brigade.

3) Artillery leaders Taylor may only command artillery units and coordinate massed artillery fire (see special scenario rule). Other leaders may provide only provisional command to artillery units.

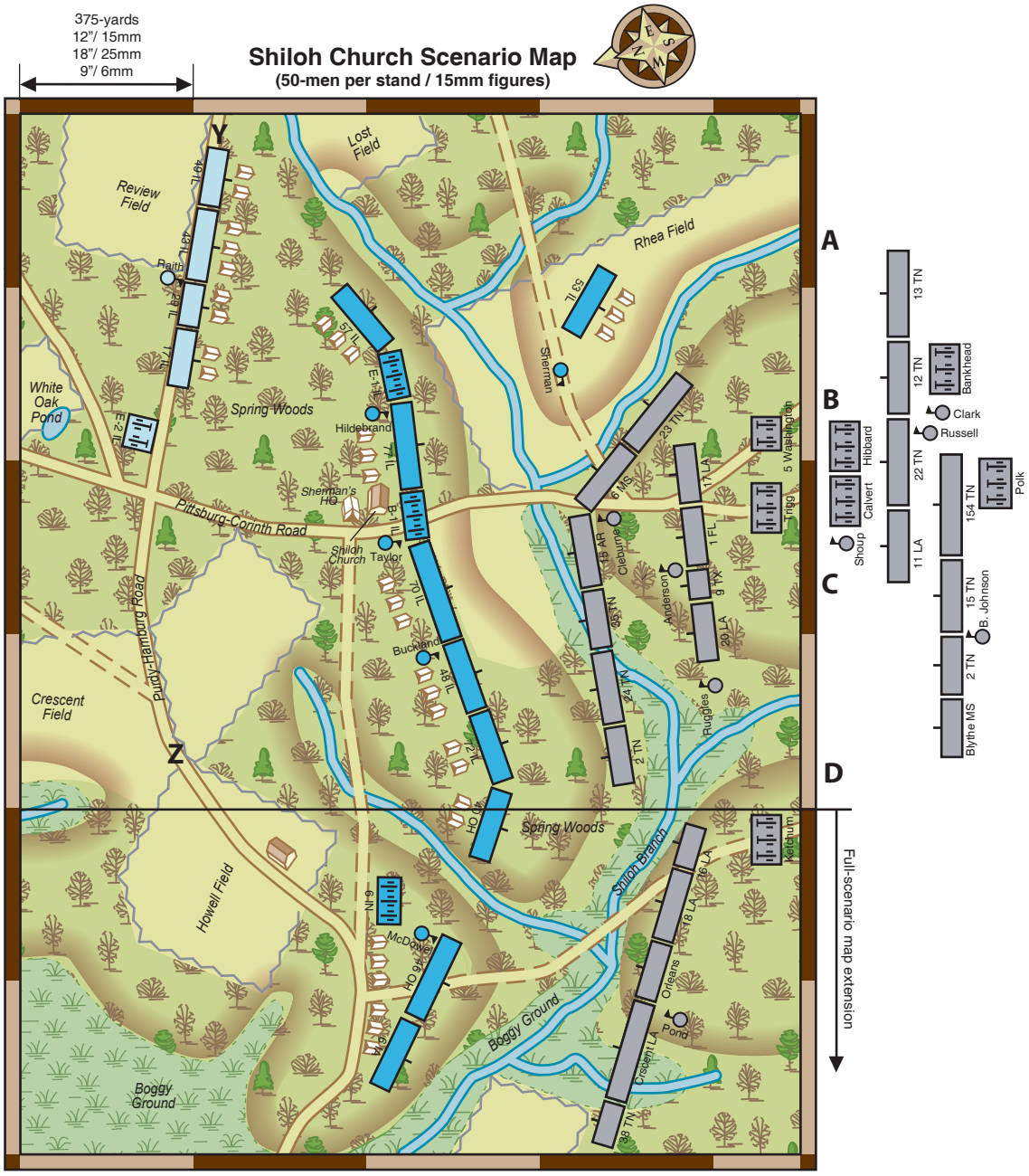
4) Sherman is subject to a special Fallen Leader check at the start of the scenario (see special scenario rule).

Confederate Forces. Total stands represent a force of 10,870 men and 36 guns. Reinforcements enter without a maneuver check and move at the double-quick rate.

a) Starting units and leaders:

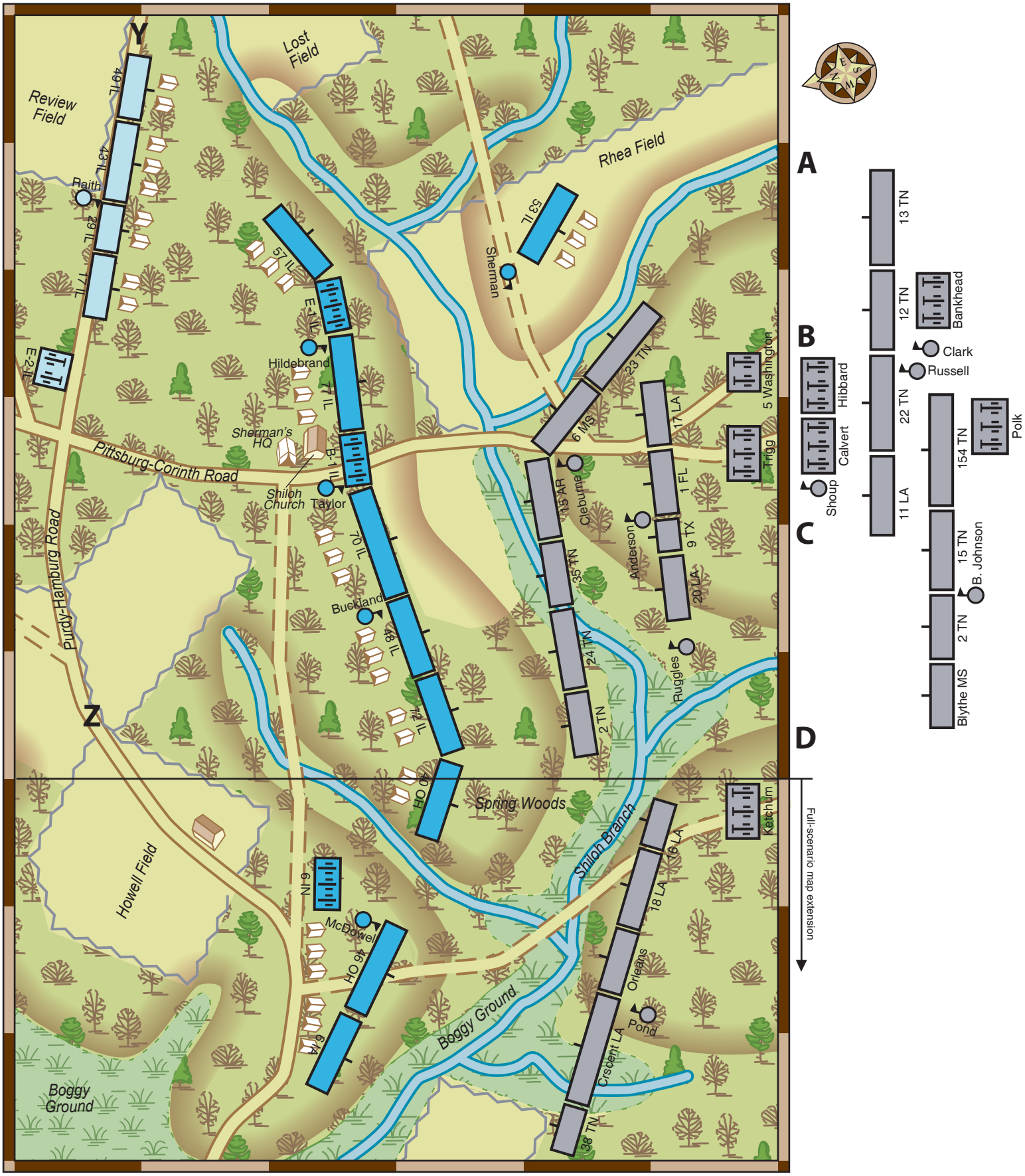
Brigade leader Cleburne with 6 regiments (15 AR, 6 MS, 23 TN, 24 TN, and 35 TN) in line, and 1 limbered battery (Trigg) from Shoup's 3rd Corps Artillery Battalion

Division leader Ruggles



Shiloh Church Scenario Map

(50-men per stand / 25mm figures)



Brigade leader Anderson with 4 regiments (1 FL Bn., 17 LA, 20 LA, and 9 TX) in line, and 1 limbered battery (5 Co./Washington)

Brigade leader Pond with 5 regiments (15 LA, 18 LA, Crescent LA, Orleans GD, and 38 TN) in line, and 1 limbered battery (Ketchum)

b) Enter on turn 1 on any road between **B-C**: artillery battalion leader Shoup with 2 limbered batteries (Calvert and Hubbard)

c) Enter on turn 2 between **A-C**: division leader Clark; brigade leader Russell with 4 regiments (11 LA, 12 TN, 13 TN, and 22 TN) in line, and 1 limbered battery (Bankhead)

d) Enter on turn 3 between **B-D**: brigade leader B. Johnson with 4 regiments (Blythe's MS Bn., 2 TN, 15 TN, and 154 TN) in line, and 1 limbered battery (Polk)

e) Artillery leader Shoup may only command his three batteries and coordinate massed artillery fire (see special scenario rule). Batteries assigned to Shoup may only unlimber within the command radius of the two 3rd Corps leaders, Shoup and Cleburne. Cleburne only can have provisional command over a battery.

f) Batteries assigned to a brigade command may only unlimber within the command radius of their respective brigade or higher division leader.

g) Cleburne is temporarily dismounted on turn 1 (see special scenario rule).

Game Length

The game is 12 turns long starting with the Confederate player turn at 8:00 AM, and ends after the Union player turn at 12:45 PM.

Victory Conditions

One side must accrue more victory points than its opponent to claim victory. Victory points are awarded for inflicting heavy casualties and greater losses on the enemy, and controlling the key position, as follows:

Heavy Casualties. The Union threshold for heavy casualties is determined separately for 4 brigade-size commands. Batteries are assigned to the closest brigade for distributing their losses. The Confederates are awarded one victory point for each Union command that reaches its threshold after losing 30% troop and battery stands as follows:

McDowell's Brigade and 6 IN Battery	11 stands
Buckland's Brigade and B-1 IL Battery	11 stands
Hildebrand's Brigade and E-1 IL Battery	10 stands
Raith's Brigade and E-2 IL Battery	11 stands

The Confederate threshold for heavy casualties is determined separately for 5 brigade-size commands. Battery losses are distributed to their respective brigades. Shoup's Artillery Battalion is assigned to Cleburne's Brigade for distributing losses. The Union are awarded one victory point for each Confederate command that reaches its threshold after losing 30% troop and battery stands as follows:

Russell's Brigade	14 stands
B. Johnson's Brigade	12 stands
Anderson's Brigade	9 stands
Pond's Brigade	14 stands
Cleburne's Brigade and Shoup's Arty. Bn.	19 stands

After a command reaches its threshold for heavy casualties, all brigades within that command suffer a -1 modifier in subsequent maneuver checks.

Greater Losses. The maneuver check modifier increases to -2 for each command after it reaches both its heavy casualties threshold and the total losses suffered by the entire army exceed the total losses in the opposing army. Greater losses is not applied until heavy casualties is reached, nor when the total losses on both sides are equal. One victory point is awarded at the end of the game for inflicting greater losses on the enemy.

Key Positions. The Purdee-Hamburg Road between points **Y-Z** is a key position under Union control at the start of the scenario. The Confederate player receive one victory point if at least one friendly unit is on or north of the road between **Y-Z** at the end of the game. The Union player is awarded one victory point if no enemy unit occupies the key position before turn 5, or two points before turn 9. Three victory points are awarded to the Union if the Confederates fail to occupy the road by the end of the game.

After a Confederate unit occupy the road, all Union units receive a -1 modifier for loss of key position in subsequent maneuver checks. The modifier is reversed if all of the opposing units are pushed off or south of the road between **Y-Z** in a later turn. The modifier always applies to the side that last lost the key position.

Special Scenario Rules

Camp Looting. The first Confederate regiment to pass through or within 2" (3" in 25mm) of each Union camp, must halt and end movement for that turn and is marked disordered as it "loots" the camp. If the looting unit is currently marked low on ammunition, the looters are considered resupplied and the marker is removed. A leader, battery, or charging regiment ignores the camp and does not stop to loot. The charging unit must make contact with an enemy unit at the end of its movement. A unit that involuntarily retreats through a camp, or ends its retreat inside the camp, cannot stop to loot. After a camp is looted it is removed from the table.

Surprise Attack. The Confederate attack came as an almost total surprise to most of the Union Army, and their initial response was plagued by uncertainty and confusion. On Turn 1, after the Confederate player has moved, each Union regiment in Sherman's Division must roll a a die and consult the following table:

1-2 **Surprised.** Regiment is disordered, cannot fire in this phase, and loses all modifiers for leaders, favor able ground and support.

3-8 **Hasty Alarm.** Regiment's defensive fire is halved this turn.

9-10 **Alerted.** No effect.

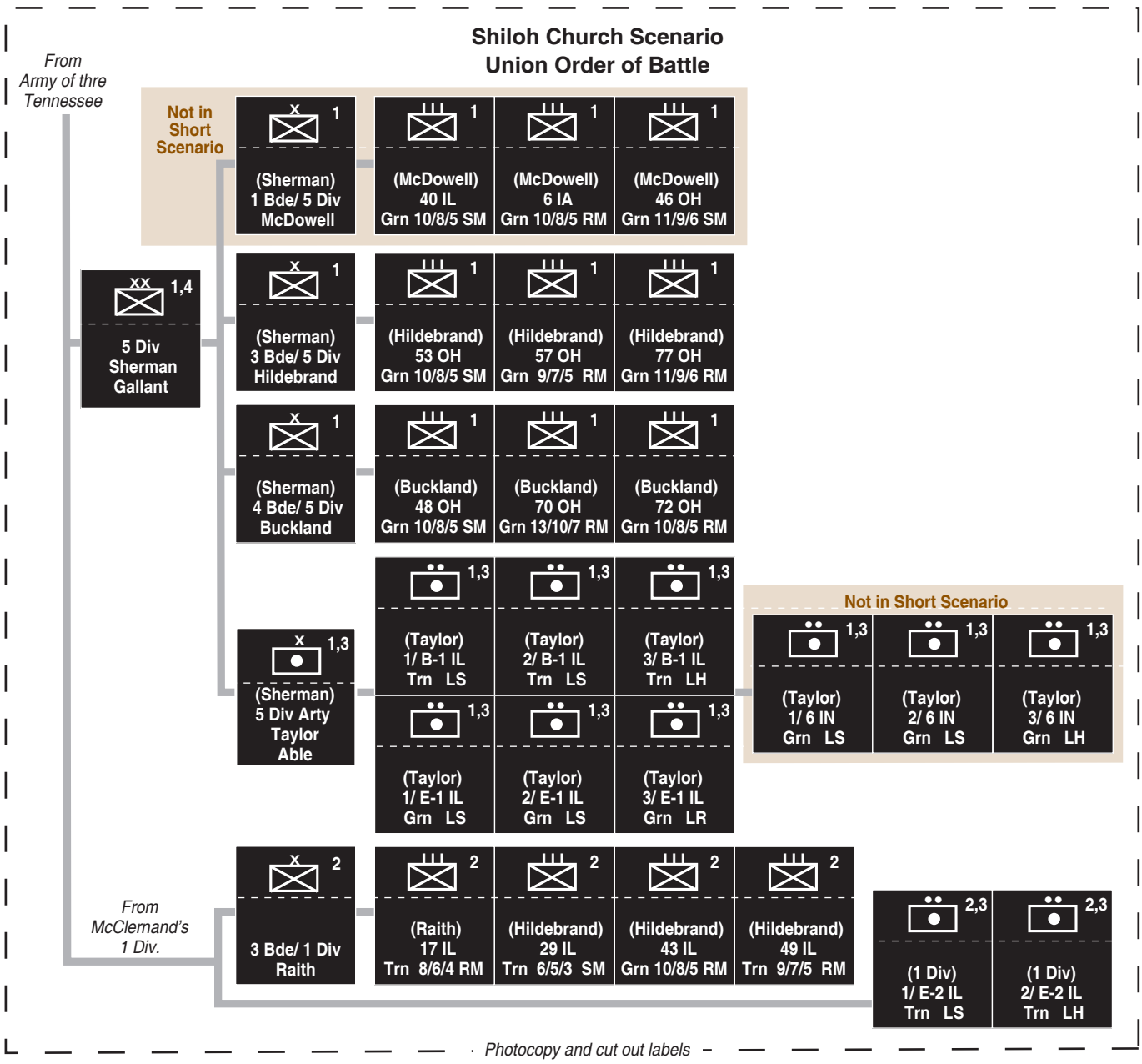
Colonel Appler. The commander of the 53rd Ohio had been browbeaten by General Sherman over the past 2 days for calling false alarms about a Rebel attack. When the real attack began, he soon lost his nerve and fled the field, taking half of the regiment with him. To reflect this, the 53rd Ohio suffers a -1 penalty to the surprise attack roll.

Sherman's Fate. At the beginning of the battle, Gen Sherman had ridden over to admonish Col Appler of the 53rd Ohio for being an alarmist and overreacting to Rebel skirmishers. As he and his staff attempted to determine the situation, Confederate skirmishers emerged out of the woods about 50 yards away and opened fire. An aide was killed and Sherman was slightly wounded. In this scenario, Sherman begins the battle as indicated on the map near the 53 Ohio. Before the game begins, roll the die on the following table to determine Sherman's fate:

1 **Sherman is mortally wounded.** Removed the leader. from the game and is replaced by a poor leader after one full turn.

2-3 **Sherman is wounded.** He is out of the fight for 2 turns. At the beginning of turn 3, place him at his HQ.

4-8 **Sherman is lightly wounded.** He takes a few min utes to gather his wits. Move him to his HQ for this turn. (Historical outcome)



Shiloh Church Scenario, Confederate Order of Battle

From Army of thre Mississippi

- XX c — 1 Div/ I Corps Clark Able
  - X c — (Clark) 1 Bde/ 1 Div Russell Able
    - III c — (Russell) 11 LA Trn 10/7/4 RM
    - III c — (Russell) 12 TN Trn 10/7/4 SM
    - III c — (Russell) 13 TN Trn 11/8/5 SM
    - III c — (Russell) 22 TN Trn 11/8/5 SM
    - •• c,f — (Russell) 1/ Bankhead TN Grn LS
    - •• c,f — (Russell) 2/ Bankhead TN Grn LS
    - •• c,f — (Russell) 3/ Bankhead TN Grn LH

From Cheatham's 2 Div./ 1 Corps

- X d — 1 Bde/ 2 Div B. Johnson Able
  - II d — (B. Johnson) Blythe MS Bn Trn 7/5/3 RM
  - III d — (B. Johnson) 2 TN Trn 7/5/3 SM
  - III d — (B. Johnson) 15 TN Trn 107/4 SM
  - III d — (B. Johnson) 154 TN Trn 13/9/6 SM
  - •• d — (B. Johnson) 1/ Polk TN Grn LS
  - •• d — (B. Johnson) 2/ Polk TN Grn LS
  - •• d — (B. Johnson) 3/ Polk TN Grn LS

- XX a — 1 Div/ 2 Corps Ruggles Able
  - X a — (Ruggles) 2 Bde Anderson Able
    - III a — (Anderson) 1 FL Bn Grn 8/5/3 SM
    - III a — (Anderson) 17 LA Grn 7/5/3 RM
    - III a — (Anderson) 20 LA Grn 8/5/3 RM
    - III a — (Anderson) 9 TX Grn 4/2/1 RM
    - •• a,f — (Anderson) 1/ 5 Co Washington Trn LS
    - •• a,f — (Anderson) 2/ 5 Co Washington Trn LH
  - Not in Short Scenario
    - X a — (Ruggles) 3 Bde Pond Able
      - III a — (Pond) 16 LA Grn 6/4/2 RM
      - III a — (Pond) 18 LA Grn 10/7/4 RM
      - III a — (Pond) Crescent LA Grn 13/9/6 RM
      - III a — (Pond) Orleans Gd Grn 8/5/3 RM
      - III a — (Pond) 38 TN Grn 6/4/2 SM
      - •• a,f — (Pond) 1/ Ketchum AL Grn LS
      - •• a,f — (Pond) 2/ Ketchum AL Grn LS
      - •• a,f — (Pond) 3/ Ketchum AL Grn LH

From 3 Corps

- X a,g — (3 Corps) 2 Bde Cleburne Gallant
  - III a — (Cleburne) 15 AR Grn 10/7/4 SM
  - III a — (Cleburne) 6 MS Grn 9/6/4 SM
  - III a — (Cleburne) 2 TN Trn 7/5/3 SM
  - III a — (Cleburne) 23 TN Grn 11/8/5 SM
  - III a — (Cleburne) 24 TN Grn 10/7/4 SM
  - III a — (Cleburne) 35 TN Grn 7/5/3 SM
- II b,e — (3 Corps) Arty Bn Shoup Able
  - •• b,e — (Shoup) 1/ Trigg AR Grn LS
  - •• b,e — (Shoup) 2/ Trigg AR Grn LS
  - •• b,e — (Shoup) 3/ Trigg AR Grn LH
  - •• b,e — (Shoup) 1/ Hubbard AR Grn LR
  - •• b,e — (Shoup) 2/ Hubbard AR Grn LR
  - •• b,e — (Shoup) 3/ Hubbard AR Grn LR
  - •• b,e — (Shoup) 1/ Calvert AR Grn NP
  - •• b,e — (Shoup) 2/ Calvert AR Grn NP
  - •• b,e — (Shoup) 3/ Calvert AR Grn NP

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9-10 The skirmishers miss! Sherman is in the fight! Move the leader to any unit within a full movement distance.

Knee Deep Mud. Much of the creek area that Cleburne's regiments had crossed was extremely muddy and broken ground. Even Gen Cleburne suffered (he was thrown from his horse). Treat General Cleburne as dismounted on Turn 1.

Artillery Fire Through Woods. A gun located on high ground above a 3" slope and firing at a target located on or below the slope, may extend its weapon range out to 16" (24" for 25mm). A gun located above a slope overlooking a ravine, also may fire further at a target on the far side of the ravine, even though it is at the same elevation level. As general rule, a gun can fire further through woods if there is a downward slope between the gun and the target. The gun may fire over an intervening friendly unit as long as that unit is located on or below the downward slope and over 4" (6" for 25mm) from both the gun and the target. The gun must fire with shot & shell and suffers a -2 modifier for full cover if half or more of the fire points are from artillery over 10" (15" for 25mm) from the target.

SHORT SCENARIO

The short scenario uses fewer miniatures and a smaller playing area. It recreates the major fighting around Shiloh Church, but leaves out the fighting between Pond and McDowell brigades. The map extension is not used, which reduces the gaming area to 4-ft. deep by 4-ft. wide in 15mm, or 6-ft. by 6-ft. in 25mm. Terrain effects and special scenario rules are the same as in the full scenario

Union Forces. Remove the leader and three regiments from McDowell's Brigade and the 6 IN Battery. The Union force is reduced to 5,200 men and 16 guns. All units start on the table.

Confederate Forces. Remove the leader and five regiments from Pond's Brigade and Ketchum's Battery. The Confederate force is reduced to 8,750 men and 30 guns. All units start on the table.

Game Length. The game length in the short scenario remains the same at 12 turns, starting with the Confederate player turn at 8:00 AM, and ends after the Union player turn at 12:45 PM.

Victory Conditions

One side must accrue more victory points than its opponent to claim victory. Victory points are awarded for inflicting heavy casualties and greater losses on the enemy, and controlling the key position, as follows:

Heavy Casualties. The Union threshold for heavy casualties is determined separately for 3 brigade-size commands. Batteries are assigned to the closest brigade for distributing their losses. The Confederates are awarded one victory point for each Union command that reaches its threshold after losing 30% troop and battery stands as follows:

Buckland's Brigade and B-1 IL Battery	11 stands
Hildebrand's Brigade and E-1 IL Battery	10 stands
Raith's Brigade and E-2 IL Battery	11 stands

The Confederate threshold for heavy casualties is determined separately for 4 brigade-size commands. Battery losses are distributed to their respective brigades. Shoup's Artillery Battalion is assigned to Cleburne's Brigade for distributing losses. The Union are awarded one victory point for each Confederate command that reaches its threshold after losing 30% troop and battery stands as follows:

Russell's Brigade	14 stands
B. Johnson's Brigade	12 stands
Anderson's Brigade	9 stands
Cleburne's Brigade and Shoup's Arty. Bn.	19 stands

After a command reaches its threshold for heavy casualties, all brigades within that command suffer a -1 modifier in subsequent maneuver checks.

Greater Losses. The maneuver check modifier increases to -2 for each command after it reaches both its heavy casualties threshold and the total losses suffered by the entire army exceed the total losses in the opposing army. Greater losses is not applied until heavy casualties is reached, nor when the total losses on both sides are equal. One victory point is awarded at the end of the game for inflicting greater losses on the enemy.

Key Positions. The key position remains the same. The Purdee-Hamburg Road between points **Y-Z** is under Union control at the start of the scenario.