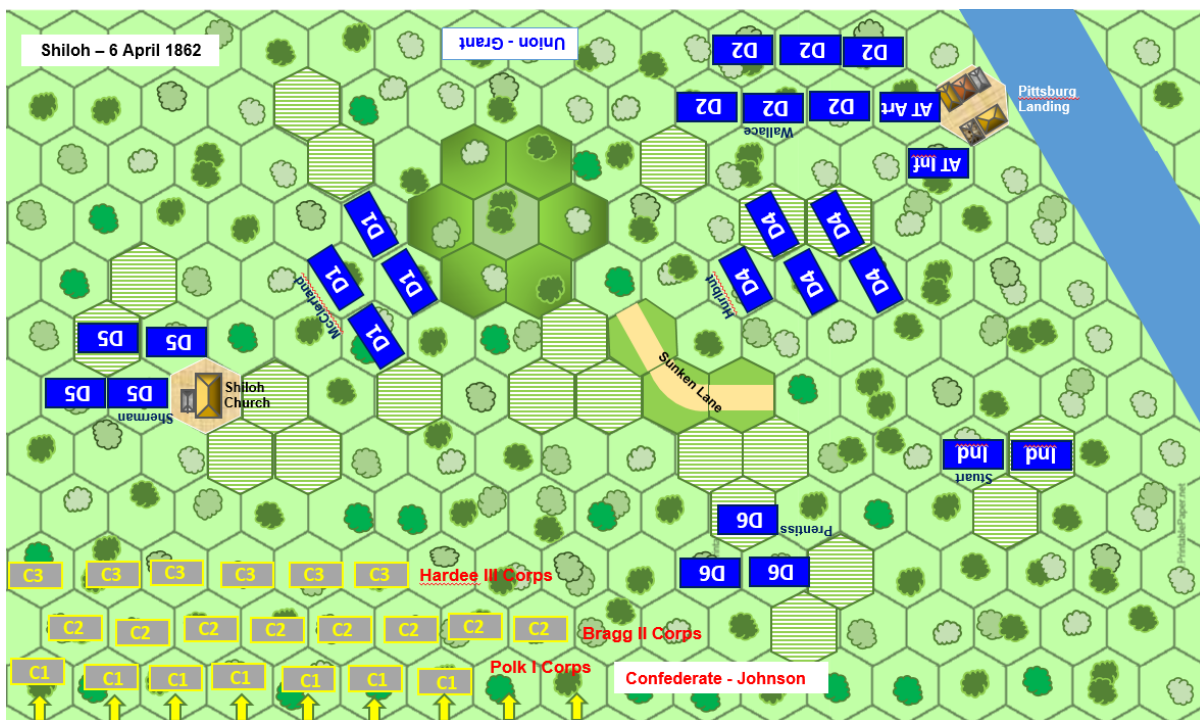


Battle Of Shiloh - 6 April 1862



Terrain

All hexes are wooded except for the fields, towns, sunken road and river. The fields are not rough ground for movement or fighting.

The hills are minor and have no affect other than on visibility.

Troops in the sunken lane hexes count as being in entrenchments from all sides.

The woods are difficult terrain for combat and moving.

The towns cannot be garrisoned.

The Tennessee River is impassable terrain.

Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, orchards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
	Reinforcement Arrival Point		Bridge

Note: Only full hexes can be entered by stands

AMERICAN CIVIL WAR – HEX SCENARIO

Confederate Units	Corps	Elan	Traits	Move
			Army of the Mississippi 28 Units – 10 Morale	
Johnson			Army Commander	
Polk			I Corps	
Clark				
Infantry x 4	C1	6	Sk,	2-1
Cheatham				
Infantry x 3	C1	6	Sk,	2-1
Bragg			II Corps	
Ruggles				
Infantry x 4	CII	6	Sk,	2-1
Withers				
Infantry x 4	CII	6	Sk,	2-1
Hardee			III Corps	
Infantry x 6	CIII	6	Sk,	2-1
Breckinridge			Reserve Corps	
Infantry x 5	RC	6	Sk,	2-1
Forrest			Cavalry	
Cavalry x 2	Cav	4	Hit and Run, Mobile	

Union Units	Corps	Elan	Traits	Move
			Army of the Tennessee 25 Units, 10 Morale	
Grant			Overall Commander	
Army Troops	AT		Can be activated with any corps group	
Infantry x 1	AT	6	Sk	2-1
Foot Artillery	AT		6 5 5 4 3 3	2-1
Stuart	Ind		Independent Brigade	
Infantry x 2	Ind	6	Sk,	2-1
McClermand			1st Division	
Infantry x 4	D1	6	Sk	2-1
Wallace			2nd Division	
Infantry x 6	D2	6	Sk	2-1
Hurlbut			4th Division	
Infantry x 5	D4	6	Sk	2-1
Sherman [Steadfast]			5th Division	
Infantry x 4	D5	6	Sk	2-1
Prentiss			6th Division	
Infantry x 3	D6	6	Sk	2-1

CS	1	3	5	7 [R]	9
US	2	4	6	8	10
CS	11	13	15 [R]	17	19
US	12	14	16	18	20
CS	21	23	25	27	29
US	22	24	26	28	30
CS	31	33	35	37	
US	32	34	36	38	

Background

Union General Halleck had ordered the armies under Grant and Buell to unite. Halleck then intended to lead them on a campaign to capture the important railroad junction at Corinth. Confederate General A S Johnson realised he had a limited opportunity to defeat Grant in isolation before Buell arrived and moved accordingly. The Union troops were unprepared for his attack.

Organisation

The Union have six corps for activation purposes. The Confederates have five corps

Reinforcements

Confederate

Turn 7 -Breckinridge's Reserve Corps at the marked reinforcement points.

Turn 15 - Forest's Cavalry at the marked reinforcement points

Reinforcements arrive 1 hex into the board only. They are in reserve status.

Scenario Rules

The Union troops cannot make corps activations in their first turn [turn 2], they must activate each unit individually for a cost of 2MO.

Wallace, Hurlbut, McClernand and the Army troops will not move in their first turn [turn 2].

In turn 4 the units of Wallace, Hurlbut and McClernand can only be activated individually but the Army Troops still cannot move.

Grant cannot be used to activate units by command until turn 6. From this turn the Army Troops can move normally including as Reserves.

Confederate infantry units can use the Rebel Yell [equivalent to Blucher shock] in turns 1, 3 and 5 only.

None of the buildings can be garrisoned.

Victory Conditions

The Confederates must break the Union army to win. Any other result is a Union victory.

Grant, knowing that Buell was on his way with significant reinforcements was not going to withdraw without a serious fight. The Union break point has been increased to reflect Grant's stubbornness.

Not quite 'legendary' but certainly better than average.