

SHILOH: THE FIRST DAY

CRISIS in the WEST (April 6, 1862)

THE AMERICAN CIVIL WAR: VOLUME 11

Scenario Book



REVOLUTION

G A M E S

PITTSBURG LANDING
TENNESSEE RIVER

16.0 Scenarios

There are seven scenarios offered in Shiloh: The First Day: three use the included small maps, three utilize only one map, while only scenario 16.7, Bloody April uses both maps. In all scenarios, the Union side sets up first.

NOTE: A scenario's Special Rule overrides any Standard or Exclusive rule, if a conflict arises.

16.1 Colonel Stuart's Defense

This introductory mini-scenario portrays the desperate defense of Colonel David Stuart's detached Union Brigade (from Sherman's Division), plus McArthur's possible reinforcements, who were protecting the critical Union extreme left flank. Failure to do so meant that the Rebels basically had a direct route towards Pittsburg Landing. Meanwhile, Chalmers' and Jackson's Confederate Brigades had been unexpectedly directed to disengage from Prentiss in order to redeploy to the Rebel far right, where Stuart's Brigade had been misjudged as an entire enemy Division. This scenario is a prelude to the larger and more famous fight later on at the Hornets' Nest (16.5).

Scenario Length: The scenario starts at **11 AM** and concludes after completion of the **12 PM** Turn (3 Turns).

MAP: Use the included 8.5" x 11" map labeled 16.1.

IMPORTANT: The Union side does not get a Key chit selection in this scenario (Stuart is "out of command"). Each side draws one random chit, adding them to the draw cup before each Turn. So the Union will have 1 event chit (random draw), while the Confederates will have 2 event chits (Key + 1 random) in the cup each Turn.

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

Col. Stuart 3			
Withers 5			Fog of War
CSA 1 Key Chit	CSA 1 Random Chit	USA 0 Key Chits	USA 1 Random Chit

UNION SETUP

Stuart's Brigade / Sherman's Division (3 units): 54 OH Hex 2505, 55 IL (Shaken) Hex 2307, 71 OH Hex 2109. *Historical Note: Stuart had been left without any artillery support.*

McArthur's Brigade / W. Wallace's Division (4 units): 9 IL Hex 1911, 12 IL Hex 1910, 50 IL* Hex 1909, Willard's IL Battery Hex 1812. **Play Note: 50 IL (from Sweeny's Brigade) is attached to McArthur for all purpose.*

Union Brigade HQ marker: Hex 2109

Union Reinforcements:

None

CONFEDERATE SETUP

Chalmers' Brigade / Withers' Division (5 units): 5 MS Hex 2705, 7 MS (Shaken) Hex 2706, 9 MS Hex 2607, 10 MS (Shaken) Hex 2704, Gage's AL Battery Hex 2907. *Historical Note: Confederate 52 TN fled the field at the onset; thus they are not included in this scenario. Two Companies of 52 TN did join 5 MS to help bring it back up to strength.*

J. Jackson's Brigade / Withers' Division (5 units): 17 AL Hex 2511, 18 AL Hex 2510, 19 AL Hex 2509, 2 TX Hex 2508, Girardey's GA Battery Hex 2810.

Confederate Reinforcements:

None

Special Scenario Rules:

- McArthur's Brigade (including Willard's Battery) is not eligible to Activate until the Turn after any of his Regiments or Battery are the target of any form of combat or when any Confederate unit comes within 2 hexes of any of his Regiments or Battery at any time. Use the included "No Activation/ Can't Activate" marker as a reminder. When released, remember to put W. H. Wallace into the cup next turn (you may want to put his counter on the Track as a reminder), unless Activation occurs on Turn 3 (game end, there is no Turn 4).
- There is no CIC for either side. Also, the Fortunes-of-War chit is not used in this Scenario. *Exception: see the*

Fog of War table.

- March Column is not available to either side in this scenario (as an exception to 8.4).
- Union 71 OH may not voluntarily Engage. If they suffer any type of negative combat result (Depletion, Skedaddle, Morale Hit, or Panic) other than No Effect, they immediately rout from the field and are permanently removed from the game. *Play Note: Feel free to mark the 71 OH with a blank counter as a reminder. If 71 OH is removed via a Close Combat, the attacking Confederate unit(s) may Advance 1 hex into the vacated hex (and no further).*
- Ignore the Wrecked rule (12.9), Union Attack restrictions (8.2), and Union Alert (8.7).
- Camp looting rules (10.13) are in effect until 12 PM. Remember Union Fall Back! (8.6). *Play Note: Because 71 OH and 55 IL are set up in a Dot hex/HQ hex, Stuart's Brigade is therefore eligible for a Fall Back! Order (8.6), at least initially.*

Victory Determination

At the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit) the following hexes will earn VP's as follows (all VP hexes begin play in Union control).

- Sarah Bell Field Crossroads, Hex 1911 (2 VP's)
- Union Brigade HQ (Stuart), Hex 2109 (1 VP)
- Larkin Bell Field Crossroads, Hex 2307 (1 VP)
- Crossroads, Hex 2110 (1 VP)
- Each Camp hex retained by the Union: 2308, 2209, 2111 (½ VP each, Union side only as Confederates do not gain VP's for Camp hexes)

Also, each side gets 1 VP for each enemy Infantry or Artillery unit eliminated or on the Broken Track at the end of the game, and ½ a VP for each Depleted unit still on the map. *Exception: No VP for the 71st Ohio being eliminated or Depleted.*

At the end of play, subtract Union VP's from Confederate VP's; if the result is greater than 1 the Confederates win. If less than 1, then the Union wins. If exactly 1, the result is a Draw.

16.2 "We are in for it now!"

This short scenario begins with the Eastern segment of the opening Rebel attack, four Confederate Brigades against two Union Brigades. Brigadier General Benjamin Prentiss' 6th Division was the newest formation in Grant's Army, yet they were inexplicably camped closest to the enemy. It was a desperate situation for the Union, and Prentiss had his camps overrun around 9 AM. This is a good learning

situation that's well-suited for solitaire play or comparative study (will Prentiss be able to hold out here better than he did historically?).

Scenario Length: This scenario begins at **8 AM** and concludes at the end of the **9 AM Turn** (3 Turns).

MAP: Map B only (See Special Rule 4).

IMPORTANT: The Union player does not get a Key chit in this scenario. The Confederates do get a Key chit selection each Turn. In addition, each side randomly draws 1 chit per Turn. So the Union will get 1 (random) event chit in the cup per Turn, while the Confederates will get 2 (Key + 1 random) event chits in the cup per Turn.

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

	**See Special Rule 1		
<div>CSA 1 Key Chit</div>	<div>CSA 1 Random Chit</div>	<div>USA 0 Key Chits</div>	<div>USA 1 Random Chit</div>

UNION SETUP

Peabody's Brigade / Prentiss' Division (6 units): 12 MI a Hex 2522, 12 MI b Hex 2423, 21 MO Hex 2521, 25 MO Hex 2323, 16 WI a Hex 2719, 16 WI b Hex 2720.

Historical Note: An astute Colonel Everett Peabody advanced his formation South towards the Rebels to await the assault. When forced to retreat, Peabody's men fell back to their camps and then beyond. The gallant Peabody was killed in the action.

Miller's Brigade / Prentiss' Division (6 units): 61 IL (Shaken) Hex 2716, 18 MO Hex 2717, 18 WI a (Low Ammo) Hex 2616, 18 WI b (Low Ammo) Hex 2615, Munch's MN Battery Hex 2618, Hickenlooper's OH Battery Hex 2617.

Historical Note: 23 MO had spent the night at Pittsburg Landing so is not available here. 15 MI arrived with no

ammo and quickly went to the rear, so they are not included, either.

Union Divisional HQ marker: Hex 2316

Union Reinforcements:

9 AM: Replace Prentiss Surprise Leader (0) with his Replacement Leader (3).

CONFEDERATE SETUP

Chalmers' Brigade / Withers' Division (6 units): 5 MS Hex 3017, 7 MS Hex 3015, 9 MS Hex 3016, 10 MS Hex 2914, 52 TN Hex 3018, Gage's AL Battery Hex 3119.

Gladden's Brigade / Withers' Division (6 units): 21 AL Hex 2920, 22 AL Hex 2921, 25 AL Hex 2922, 26 AL Hex 2918, 1 LA Hex 2919, Robertson's AL Battery Hex 3022.

Shaver's Brigade / Hardee's Corps (6 units): 2 AR Hex 2724, 6 AR Hex 2723, 7 AR (Shaken) Hex 2625, 3rd CS Hex 2722, Miller's TN Battery Hex 2822, Swett's MS Battery Hex 2725.

Wood's Brigade / Hardee's Corps (8 units): 16 AL Hex 2627, 8 AR Hex 2726, 9 AR Btn Hex 2726, 3 MS Btn (Disrupted) Hex 2626, 55 TN (Disrupted) Hex 2626, 27 TN Hex 2527, 44 TN

Hex 2627, Harper's MS Battery Hex 2827.

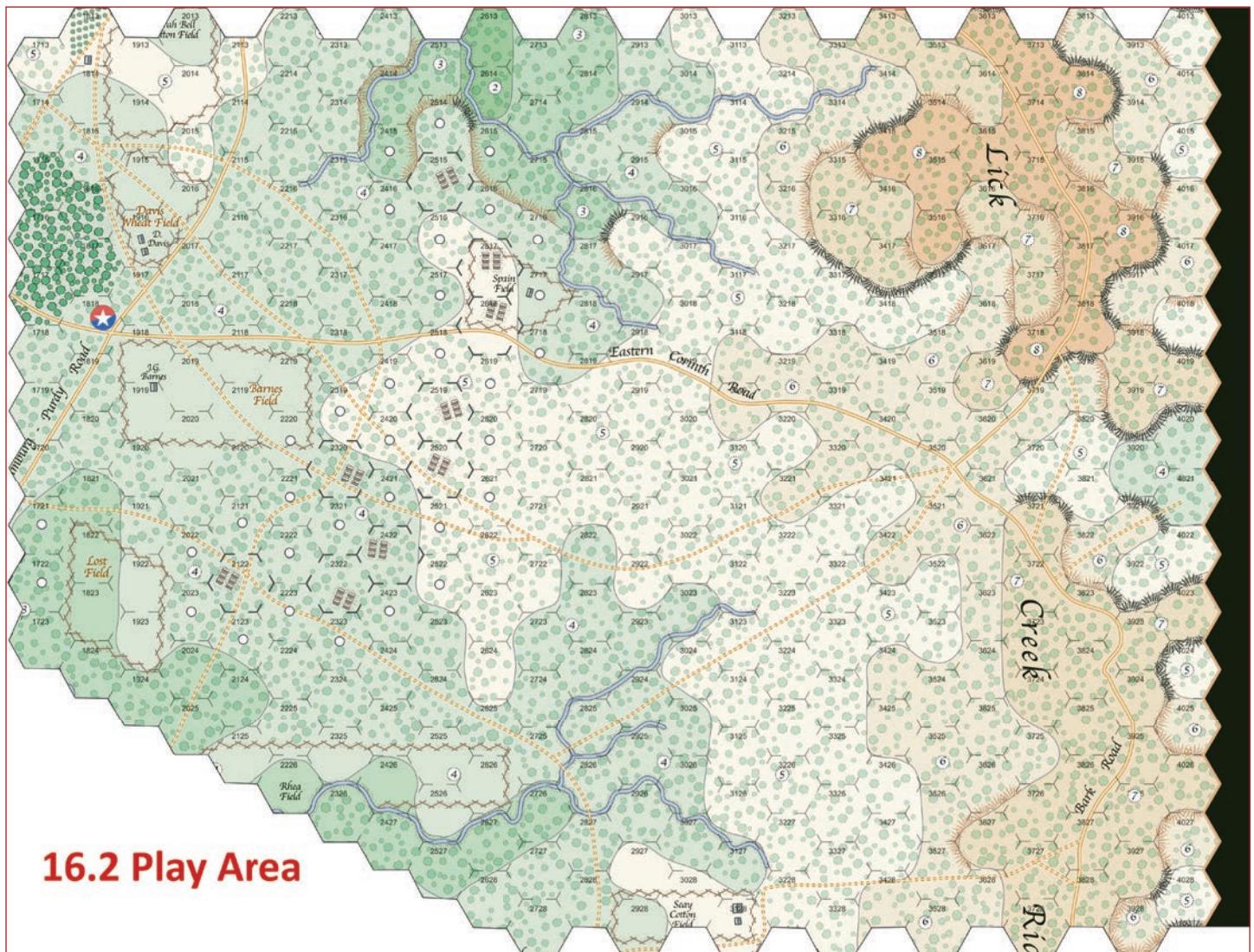
Historical Note: Upon taking an unexpected Union initial volley shortly before 8 AM, several Confederate regiments fled. 7 AR was mostly reformed only through the energetic efforts of its officers, while 55 TN and the 3 MS Battalion were plunged into chaos.

Confederate Reinforcements:

None.

Special Scenario Rules:

1. Prentiss, as a 0 Surprise Leader, will automatically fail his Activation rolls at 8 AM and 8:30 AM; this is intentional (when drawn from the cup, Prentiss will have to decide between a Limited Activation or a Fall Back! for one of his two Brigades). The Union has no CIC here. *Historical Note: Prentiss, seeing the intense pressure being applied by the advancing Rebels after Peabody's Brigade had virtually collapsed, gave a fall back command to Miller in order to avoid his Brigade being outflanked.*
2. The Union side is Fully Alert so ignore rule 8.7. The Union may not issue an ATTACK ORDER in this scenario



(8.2). March Column (Maneuver Order only) is not available to either side (8.4).

3. Confederate Surprise rules are in effect (15.0).
4. The area of play in this scenario is restricted as follows: SOUTH to the very South edge of the map. EAST to hex row XX13. NORTH, hex column 17XX from 1713 to 1723. WEST, hex 1723 to 2628 along diagonal then from 2628 to 4028 along all hexes xx28. See illustration on previous page.

Play Note: Remember the Fall Back! (8.6), Camp Looting (10.13), and Wrecked Brigades (12.9) rules; they can be important here.

Victory Determination

At the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit, unless otherwise noted) the following hexes will earn Victory Points (VP's) as follows (all VP locations begin play in Union control):

- Hamburg-Purdy/Road Crossroads, Hex 1818 (3 VP's)
- Union Divisional HQ (Prentiss), Hex 2316 (1 VP)
- Any Confederate unit (including Artillery) occupies, at the end of the game, at least 1 Clear Hex of Barnes Field (1 VP), Lost Field (1 VP) and/or Davis Wheat Field (1 VP). The Union player does not earn any VP's for a Field.
- Each of the nine in-play Union Camp hexes (2122, 2320, 2322, 2422, 2520, 2519, 2618, 2617, and 2515) retained by the Union, ½ VP each (Confederates do not earn VP's for controlling Camp hexes).

Also, each side gets 1 VP for each two-step enemy unit Eliminated or on the Broken Track at the end of the game (a one side Fragile unit is worth ½ a VP), and ½ a VP for each Depleted unit still on the map, at the end of play. In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade.

At the end of play, subtract Union VP's from Confederate VP's; if the result is 7 VP or more, the Confederates win. If less than 7 VP then the Union wins.

16.3 "My God, we are attacked!"

This medium scenario focuses on the Western portion of the opening Confederate attack (6 Rebel Brigades versus 4 Union Brigades), something that Union Brigadier-General William Tecumseh Sherman staunchly believed could not happen. Indeed, Sherman was negligent in ignoring early warning signs that the Confederates were nearby and massed for an assault. While Cleburne's first attack stalled (the Rebel angle of approach left his Brigade almost alone), the subsequent weight of advancing Confederate formations would later overwhelm the Union line.

Historical Note: Sherman considered his junior civilian officers to be unprofessional soldiers that were prone to alarmism, so he discounted their initial reports. When wounded in the hand about 8 AM, Sherman was finally convinced that a determined Rebel assault was now underway.

Scenario Length: This scenario starts at **8 AM** and concludes upon completion of the **10:00 AM** Turn (5 Turns).

Design Note: Once alert, supporting Union Brigades tended to deploy their regiments a distance behind the hastily retreating front line (so as not to be caught up in the onrushing chaos), hence they are not included in this shorter scenario.

MAP: Map B only (see Special Rule 5).

IMPORTANT: The Union does not get a Key chit choice during Confederate Surprise on the 8 AM and 8:30 AM Turns. The Union receives a key chit beginning at 9 AM. The Confederate receives a key chit each turn. Each side gets two randomly drawn chits each Turn.

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

Sherman SURPRISE 2	McClelland 4		Fortunes of War
Clark 4	Cheatham 4	Ruggles 3	Fog of War
CSA 1 Key Chit	CSA 2 Random Chits	USA 1* Key Chit	USA 2 Random Chits

*Starting at 9AM

UNION SETUP

McDowell's Brigade / Sherman's Division (4 units): 40 IL Hex 1432, 6 IA Hex 1334, 46 OH Hex 1333, Behr's IN Battery Hex 1332.

Hildebrand's Brigade / Sherman's Division (4 units): 53 OH Hex 2027, 57 OH Hex 1725, 77 OH Hex 1627, Waterhouse's IL Battery Hex 1826.

Buckland's Brigade / Sherman's Division (5 units): 48 OH Hex 1529, 70 OH a Hex 1628, 70 OH b Hex 1629, 72 OH Hex 1530, Barrett's IL Artillery Hex 1326.

Raith's Brigade / McClelland's Division (5 units): 17 IL Hex 1424, 29 IL Hex 1523, 43 IL Hex 1522, 49 IL Hex 1622, Schwartz's IL Battery Hex 1425. *Historical Note: The unfortunate Col. Julius Raith was thrust into command at the last moment since his two superiors were allegedly ill. He was mortally wounded in the ensuing action.*

Marsh's Brigade / McClelland's Division (2 units): 45 IL Hex 1124, 48 IL Hex 1025.

Union Divisional HQ markers: Hexes 1123 and 1527.

Union Reinforcements:

9 AM: Double-Quick, begin Union Key chit selection.

9:30 AM: Grant (CIC), Sherman (switch out his Surprise Leader 2 rated counter, if it is in play, with his replacement 4 counter), Remove Skirmishers

10 AM: 13 MO (McArthur) / Grant, Hex 1025, Charge!

CONFEDERATE SETUP

Cleburne's Brigade / Hardee's Corps (9 units): 15 AR Hex 1928, 6 MS Hex 2227, 2 TN Hex 1831, 23 TN Hex 2226, 24 TN Hex 1830, 35 TN Hex 1829, Calvert's AR Battery Hex 2229, Hubbard's AR Battery Hex 2230, Trigg's AR Battery Hex 2129.

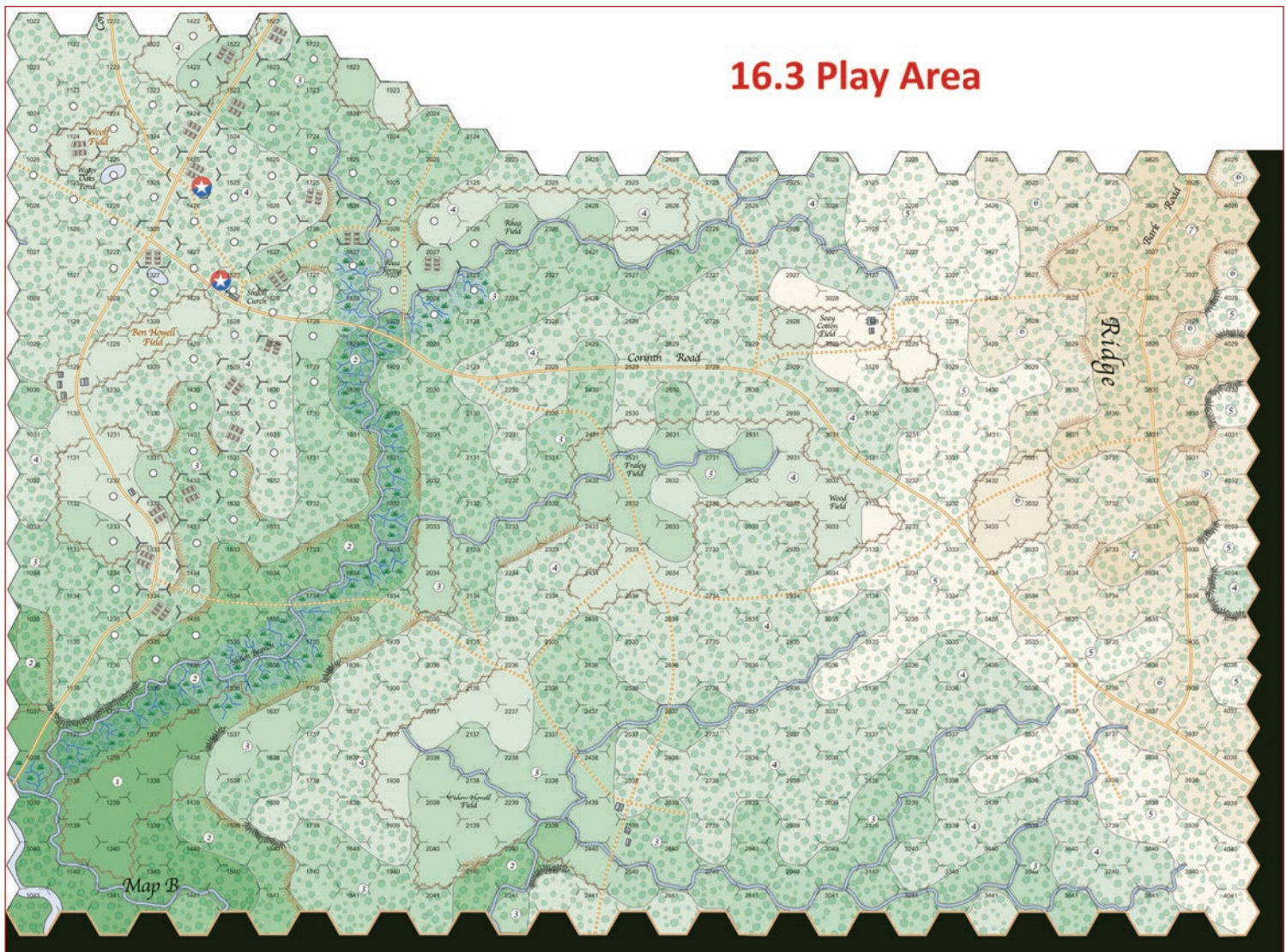
Anderson's Brigade / Ruggles' Division (6 units): CS Reserve Gds Bn Hex 2629, 1 FL Btn Hex 2629, 17 LA Hex 2628, 20 LA Hex 2530, 9 TX Hex 2630, Hodgson's LA Battery Hex 2729.

Russell's Brigade / Clark's Division (6 units): 11 LA Hex 3028, 12 TN Hex 3029, 13 TN Hex 3128, 22 TN a Hex 3027, 22 TN b Hex 3127, Bankhead's TN Battery Hex 3030.

Johnson's Brigade / Cheatham's Division (5 units): Blythe's MS Btn 3033, 2 TN Hex 3131, 15 TN Hex 3032, 154 TN Senior Hex 3132, Polk's TN Battery Hex 3332.

Stewart's Brigade / Clark's Division (6 units): 13 AR Hex 2928, 4 TN a Hex 2929, 4 TN b Hex 2930, 5 TN Hex 2927, 33 TN Hex 2831, Stanford's MS Battery Hex 3031.

Pond's Brigade / Ruggles' Division (4 units): 16 LA Hex 2537, 18 LA Hex 2538, Orleans Gds Bn Hex 2539, Ketchum's AL Battery (Shaken) Hex 2637. *Historical Note: Pond sent*



38 TN, Crescent LA, and a section of Ketchum's Battery to guard a bridge over the Owl Creek; these units have thus been abstracted out for this scenario.

Confederate Reinforcements:

8:30 AM: Hardee

9 AM: Johnston (CIC), Double-Quick

Special Scenario Rules:

1. Grant is the Union CIC, he arrives at 9:30 AM. In addition to his normal CIC abilities, Grant also controls the 10 AM Reinforcement the 13 MO Regiment. **IMPORTANT:** Treat this Regiment as an Independent unit which Fully Activates if Grant passes his CIC Activation roll or does nothing if he fails. Grant cannot Activate the 13 MO twice (automatic and CIC). The 13 MO is not a Brigade and cannot be Wrecked.

Johnston (arrives at 9 AM) is the CIC for the Confederates.

2. Do not use the Union Alert rule (8.7). The Union side may not issue an ATTACK ORDER (8.2) in this scenario. Union Artillery movement is restricted to 2 Batteries per Turn until 10 AM (a variant here to 8.7). Artillery Fire or regroup is not restricted.
3. March Column (Maneuver Order) becomes available to both sides on the 10 AM Turn (8.4). The Wrecked Brigade rule (12.9) is in full effect.
4. Confederate Surprise rules are in effect (15.0). *Play Note: After the Artillery Phase, Cleburne is Activated for an Attack Order.*
5. The area of play in this scenario is restricted as follows: SOUTH to the South edge of the map. WEST to the very West edge of the map. NORTH to the North edge of Map B (but see exception below), and EAST starting in hex 1022 to hex 1722, along all hexes ending in 22. Continuing 1722 to 2325. Hex 2325 to hex 4025, along all hexes ending in 25. All borders are inclusive. See illustration on previous page. Units from both sides may voluntarily or involuntarily exit the map via the North edge (only), no additional VP's awarded for leaving. Any Depleted unit that exits the map does count towards a Brigade's Wrecked status (12.9), and also counts as ½ a VP. Such units may not return to play.
6. The two units of Marsh's Brigade may not be activated. In all other ways, they behave normally. *Play Note: These units are part of the Union second line and are in a defensive posture.*

Victory Determination

At the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit, unless otherwise noted) the following hexes will earn Victory Points (VP's) as follows (all VP hexes begin play in Union

control):

- Shiloh Church hex 1527 (1 VP)
- Hamburg-Purdy/Corinth Crossroads hex 1425 (2 VP's)
- Union Divisional HQ hex 1123 (1 VP), hex 1527 (1VP)
- Any Confederate unit (including Artillery) occupies, at the end of the game, at least 1 Clear Hex of Review Field (1 VP), Woolf Field (1 VP), and/or Ben Howell Field (1 VP). The Union player does not earn any VP's for a Field.
- Each of the eighteen in-play Union Camp hexes: 2027, 1826, 1725, 1622, 1627, 1629, 1522, 1523, 1529, 1530, 1424, 1425, 1432, 1326, 1332, 1333, 1334, and 1124, half a VP each for the Union side ONLY (Confederates do not earn VP's for controlling Camp hexes).

Also, each side gets 1 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. An eliminated one-sided Fragile unit is worth ½ a VP. A ½ a VP is scored for each Depleted enemy unit still on the map (or having exited via the North edge, see Special Rule 5) at the end of play. In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade.

At the end of play, subtract Union VP's from Confederate VP's; if the result is 8 VP or more, the Confederates win. If less than 8 VP then the Union wins.

16.4 "No enemy nearer than Corinth"

This large scenario combines 16.2 and 16.3 and covers the majority of the opening Confederate attack. It is intended to be the main scenario in the game for those who want to recreate the opening Rebel attack without having to play the long Full Day scenario, 16.7.

Grant was remiss in approving Sherman's deployment of their two most inexperienced formations (Sherman and Prentiss) being farthest south, away from Pittsburg Landing (and so closest to the oncoming Rebel onslaught). The Union will be hard-pressed to resist a ferocious Confederate attack if the Rebels can keep their efforts reasonably coordinated and moving forward. Both sides will have to watch their losses as the day's fighting (after this scenario concludes) still has a long way to go. Both sides will have multiple deployment decisions. Both sides will be challenged by history.

Scenario Length: This scenario begins on the **8 AM** Turn and concludes upon completion of the **10:00 AM** Turn (5 Turns). *Play Note: Just the crucial opening conflict between the main Confederate and Union battle lines is covered by this scenario. Once alert and formed, supporting Union Brigades tended to deploy their regiments a distance behind the hastily retreating front lines (so as to avoid the onrushing chaos), hence they are not included in this scenario. If you wish to play with more formations and beyond the 10:00 AM*

Turn, you'll need to start with 16.7 "Bloody April" instead of here.

IMPORTANT: Though this scenario merges 16.2 and 16.3, do not assume everything is the same here (though it mostly is); please read through these Special Rules carefully. *Play Note: The Fog-of-War table from 16.2 and 16.3 is the same one used for this scenario.*

MAP: Map B only (See Special Rule 6).

IMPORTANT: The Union does not get a Key chit choice during Confederate Surprise on the 8 AM and 8:30 AM Turns. The Union gets 1 Key chit selection per Turn starting at 9 AM. The Confederates get 2 Key chit selections per Turn. In addition, the Union gets 2 random event chits per Turn, while the Confederates also get 2 random event chits per Turn.

Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

Sherman SURPRISE 2	Prentiss SURPRISE 0	McClelland 4	Fortunes of War	Fog of War
Withers 5	Hardee 4	Ruggles 3	Clark 4	Cheatham 4
CSA 2 Key Chits	CSA 2 Random Chits	USA 1* Key Chit	USA 2 Random Chits	*Starting at 9 AM

UNION SETUP

Peabody's Brigade / Prentiss' Division (6 units): 12 MI a Hex 2522, 12 MI b Hex 2423, 21 MO Hex 2521, 25 MO Hex 2323, 16 WI a Hex 2719, 16 WI b Hex 2720. *Historical Note: An astute Colonel Everett Peabody advanced his formation South towards the Rebels to await the assault. When forced*

to retreat, Peabody's men fell back to their camps and then beyond. The gallant Peabody was killed in the action.

Miller's Brigade / Prentiss' Division (6 units): 61 IL (Shaken) Hex 2716, 18 MO Hex 2717, 18 WI a (Low Ammo) Hex 2616, 18 WI b (Low Ammo) Hex 2615, Munch's MN Battery Hex 2618, Hickenlooper's OH Battery, Hex 2617. *Historical Note: 23 MO had spent the night at Pittsburg Landing so is not available here. 15 MI arrived with no ammo and quickly went to the rear, so they are not included, either.*

McDowell's Brigade / Sherman's Division (4 units): 40 IL Hex 1432, 6 IA Hex 1334, 46 OH Hex 1333, Behr's IN Battery Hex 1332.

Hildebrand's Brigade / Sherman's Division (4 units): 53 OH Hex 2027, 57 OH Hex 1725, 77 OH Hex 1627, Waterhouse's IL Battery Hex 1826.

Buckland's Brigade / Sherman's Division (5 units): 48 OH Hex 1529, 70 OH a Hex 1628, 70 OH b Hex 1629, 72 OH Hex 1530, Barrett's IL Artillery Hex 1326.

Raith's Brigade / McClelland's Division (5 units): 17 IL Hex 1424, 29 IL Hex 1523, 43 IL Hex 1522, 49 IL Hex 1622, Schwartz's IL Battery Hex 1425. *Historical Note: The unfortunate Col. Julius Raith was thrust into command at the last moment since his two superiors became allegedly ill. He was mortally wounded in the ensuing action.*

Marsh's Brigade / McClelland's Division (2 units): 45 IL Hex 1124, 48 IL Hex 1025.

Union Divisional HQ marker: Hexes 2316, 1123, and 1527

Union Reinforcements:

9 AM: Double-Quick, replace Prentiss Surprise Leader (0) with his Replacement (3)

9:30 AM: Grant (CIC), Sherman (switch out his Surprise Leader (2) to his replacement (4) if it is in play), Remove Skirmishers.

10 AM: 13 MO (McArthur) hex 1025 / Grant, Charge!

CONFEDERATE SETUP

Chalmers' Brigade / Withers' Division (6 units): 5 MS Hex 3017, 7 MS Hex 3015, 9 MS Hex 3016, 10 MS Hex 2914, 52 TN Hex 3018, Gage's AL Battery Hex 3119.

Gladden's Brigade / Withers' Division (6 units): 21 AL Hex 2920, 22 AL Hex 2921, 25 AL Hex 2922, 26 AL Hex 2918, 1 LA Hex 2919, Robertson's AL Battery Hex 3022.

Shaver's Brigade / Hardee's Corps (6 units): 2 AR Hex 2724, 6 AR Hex 2723, 7 AR (Shaken) Hex 2625, 3rd CS Hex 2722, Miller's TN Battery Hex 2822, Swett's MS Battery Hex 2725.

Wood's Brigade / Hardee's Corps (8 units): 16 AL Hex 2627, 8 AR Hex 2726, 9 AR Btn Hex 2726, 3 MS Btn (Disrupted) Hex 2626, 55 TN (Disrupted) Hex 2626, 27 TN Hex 2527, 44 TN Hex 2627, Harper's MS Battery Hex 2827. *Historical*

Note: Upon taking an unexpected Union initial volley shortly before 8 AM, several Confederate regiments fled. 7 AR was mostly reformed only through the energetic efforts of its officers, while 55 TN and the 3 MS Battalion were plunged into chaos.

Cleburne's Brigade / Hardee's Corps (9 units): 15 AR Hex 1928, 6 MS Hex 2227, 2 TN Hex 1831, 23 TN Hex 2226, 24 TN Hex 1830, 35 TN Hex 1829, Calvert's AR Battery Hex 2229, Hubbard's AR Battery Hex 2230, Trigg's AR Battery Hex 2129.

Anderson's Brigade / Ruggles' Division (6 units): CS Reserve Gds Bn Hex 2629, 1 FL Btn Hex 2629, 17 LA Hex 2628, 20 LA Hex 2530, 9 TX Hex 2630, Hodgson's LA Battery Hex 2729.

Russell's Brigade / Clark's Division (6 units): 11 LA Hex 3028, 12 TN Hex 3029, 13 TN Hex 3128, 22 TN a Hex 3027, 22 TN b Hex 3127, Bankhead's TN Battery Hex 3030.

Johnson's Brigade / Cheatham's Division (5 units): Blythe's MS Btn 3033, 2 TN Hex 3131, 15 TN Hex 3032, 154 TN Senior Hex 3132, Polk's TN Battery Hex 3332.

Stewart's Brigade / Clark's Division (6 units): 13 AR Hex 2928, 4 TN a Hex 2929, 4 TN b Hex 2930, 5 TN Hex 2927, 33 TN Hex 2831, Stanford's MS Battery Hex 3031.

Pond's Brigade / Ruggles' Division (4 units): 16 LA Hex 2537, 18 LA Hex 2538, Orleans Gds Bn Hex 2539, Ketchum's AL Battery (Shaken) Hex 2637. *Historical Note: Pond sent 38 TN, Crescent LA, and a section of Ketchum's Battery to guard a bridge over the Owl Creek; these units have thus been abstracted out for this scenario.*

Confederate Reinforcements:

9 AM: Johnston (CIC)

9:30 AM: Command Confusion, Remove Chalmers' Brigade and Gage's Artillery when CIC Johnston's chit is drawn. Simply pick up the units and remove from the game. If already depleted or previously eliminated, such losses do count towards VPs.

Historical Note: Chalmers was redirected to the Confederate extreme right, to engage Stuart (16.1).

Special Scenario Rules:

- Grant is the Union CIC, he arrives at 9:30 AM. In addition to his normal CIC abilities, Grant also controls the 10 AM Reinforcement the 13 MO Regiment. **IMPORTANT:** Treat this Regiment as an Independent unit which Fully Activates if Grant passes his CIC Activation roll, or does nothing if he fails. Grant cannot Activate the 13 MO twice (automatic and CIC) in the same Activation. The 13 MO is not a Brigade and cannot be Wrecked.
- Union Alert (8.7) for Divisions is not in effect. All Union starting Brigades and Reinforcements are Alert; put their Activation markers onto the Union status card when in play. *Historical Note: Despite a rebuke from his*

commanding officer (Prentiss), Colonel Everett Peabody followed-up on the reported Confederate presence thanks to reconnaissance companies he had sent out on his own initiative in the pre-dawn hours.

IMPORTANT: Union Artillery movement, until the 10 AM Turn, is limited to just 3 Batteries per Turn; Artillery Fire or Regroup is not restricted.

- Infantry from both sides cannot use March Column (Maneuver Order only) until the 10 AM Turn (8.4). Remember the Fall Back! (8.6), Camp Looting (10.13), and Wrecked Brigades (12.9) rules; they are important here. Further, the Union cannot issue an ATTACK ORDER in this scenario.
- Confederate Surprise rules are in effect (15.0). *Play Note: After the Artillery Phase, Cleburne is Activated for an Attack Order.*
- If Union Leaders Sherman (Surprise Leader rated 2) and Prentiss (Surprise Leader rated 0) become casualties, their Replacement Leaders come into play normally. *Play Note: Yes, their ratings increase; this is intentional, surprise is fading.*
- The area of play in this scenario is restricted as follows: South to the map edge. West to the West map edge. North to the North map edge of Map B. And East to hex row xx14. All borders are inclusive. Any unit that moves, retreats, or Panics outside this boundary of play goes into the Broken 1 box. *Exception: Units from both sides may voluntarily or involuntarily (e.g., Retreat) exit the map via the North edge (only), no additional VP's awarded for their leaving the map. If Depleted, any such units do count towards Wrecked Brigades (12.9) status and also give the standard ½ VP to the opponent. Exited units may not return to play.*
- The two units of Marsh's Brigade may not be activated. In all other ways, they behave normally. *Play Note: These units are part of the Union second line and are in a defensive posture.*

Victory Determination

At the conclusion of the scenario, the side that controls (last to occupy or move through with an Infantry unit, unless otherwise noted) the following hexes will earn Victory Points (VP's) as follows (all VP hexes begin play in Union control):

- Hamburg/Purdy Trail/Crossroads hex 1621 (2 VP's)
- Shiloh Church hex 1527 (1 VP total)
- Hamburg-Purdy/Corinth Crossroads hex 1425 (2 VP's)
- Hamburg-Purdy/Road Crossroads, Hex 1818 (3 VP's)
- Union Divisional HQ, Hex 2316 (1 VP), 1123 (1VP), hex 1527 (1 VP)

- Any Confederate unit (including Artillery) occupies, at the end of the game, at least 1 Clear Hex of Barnes Field (1 VP), Lost Field (1 VP), Davis Wheat Field (1 VP), Review Field (1 VP), Duncan Field (1 VP), Woolf Field (1 VP), and/or Ben Howell Field (1 VP). The Union player does not earn any VP's for a Field.
- Each of the 27 in-play Union Camp hexes: 2122, 2320, 2322, 2422, 2520, 2519, 2618, 2617, 2515, 2027, 1826, 1725, 1622, 1627, 1629, 1522, 1523, 1529, 1530, 1424, 1425, 1432, 1326, 1332, 1333, 1334, and 1124 ½ a VP each for the Union side ONLY (Confederates do not earn VP's for controlling Camp hexes).

Also, each side gets 1 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. A one-sided Fragile unit eliminated is worth ½ a VP. A ½ VP is scored for each Depleted enemy unit still on the map, at the end of play. In addition, if a friendly Brigade is Wrecked (12.9) their opponent gets an additional 1 VP per Wrecked Brigade.

Subtract Union VP's from Confederate's VP's (retain any fractions); if the result is 22 VP or higher, the Confederates win. If less than 22 VP then the Union wins.

16.5 The Hornets' Nest

This battle scenario covers the key portion of the protracted, bitter struggle for the iconic Hornets' Nest. Sherman's and Prentiss' Divisions have been shattered, while Stuart's Brigade has given way. Nonetheless, the initial subsequent Confederate piecemeal assaults will fail against this second Union defensive line, at least initially. The Rebels will eventually breakthrough later in the afternoon, but in the interim Grant was able to stabilize a formidable defense to protect Pittsburg Landing (see the next scenario, 16.6). This situation is a real slugfest as both sides go all-out for local superiority.

Scenario Length: The scenario begins on the **12:00 PM** Turn and concludes upon completion of the **3:30 PM** Turn (8 Turns). *Historical Note: the struggle continued past 4 PM (Ruggles' Grand Battery effect and Prentiss being enveloped from behind), leading to Prentiss' surrender around 5:30 PM.*

MAP: Use map 16.5

IMPORTANT: Each side gets a Key chit selection per Turn. In addition, each side randomly draws two chits each turn. Thus each side will have three event chits in the cup per Turn.













Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup

 4	 4	 4	 3	
 4	 5	 4	 3	
 4	 4			
CSA 1 Key Chit	CSA 2 Random Chits	USA 1 Key Chit	USA 2 Random Chits	

UNION SETUP

Tuttle's Brigade / W. Wallace's Division (6 units): 2 IA Hex 1017, 7 IA Hex 1117, 12 IA Hex 1217, 14 IA Hex 1316, Richardson's Battery Hex 1115, Stone's Battery Hex 1015.

Sweeny's Brigade / W. Wallace's Division (4 units): 8 IA Hex 1315, 7 IL Hex 3818, 58 IL Hex 3917, Welker's Battery Hex 1216. *Play Note: 50 IL is attached to McArthur.*

McArthur's Brigade / W. Wallace's Division (4 units): 9 IL Hex 1910, 12 IL Hex 1909, 50 IL Hex 1908 (attached to McArthur), Willard's Battery Hex 1712.

Williams' Brigade / Hurlbut's Division (6 units): 28 IL Hex 1912, 32 IL Hex 1913, 41 IL Hex 1911, 3 IA Hex 1914, Ross' Battery Hex 1814, Mann's Battery Hex 1815.

Lauman's Brigade / Hurlbut's Division (4 units): 31 IN Hex 1616, 44 IN Hex 1715, 17 KY Hex 1516, 25 KY Hex 1416.

Historical Note: Myers' Battery routed without firing a shot and is not included here.

Stuart's Brigade (2 units): 55 IL (Low Ammo) Hex 1906, 54 OH (Low Ammo) Hex 1905.

Miller's Brigade / Prentiss' Division WRECKED (4 units): 18 WI a (DEPLETED) Hex 1515, 23 MO (attached to Miller) Hex 1212, Hickenlooper's Battery (DEPLETED) Hex 1516, Munch's Battery (DEPLETED) Hex 1416.

Union Divisional HQ: Hex 1013

Union Reinforcements:

2 PM: 57 IL (Sweeny) Hex 3613*

** This unit may use a Maneuver Order (March Column) on its Turn of entry (10.11a).*

2:30 PM: Gunboat Tyler (may place to any full Tennessee River hex, and also fire)

CONFEDERATE SETUP

Stephens' Brigade / Cheatham's Division (4 units): 7 KY Hex 1916, 6 TN Hex 2016, 9 TN Hex 2114, Smith Battery Hex 2216. (1 TN, appears as a 2 PM Reinforcement)

Gibson's Brigade / Ruggles' Division (5 units): 1 AR a Hex 1820, 1 AR b Hex 1919, 4 LA Hex 1621, 13 LA Hex 1720, 19 LA Hex 2019.

Chalmers' Brigade / Withers' Division (5 units): 5 MS Hex 2304, 7 MS Hex 2303, 9 MS Hex 2305, 10 MS (DEPLETED) Hex 2403, Gage's Battery Hex 2505.

Gladden's Brigade / Withers' Division (6 units): 21 AL Hex 2515 (DEPLETED), 22 AL (DEPLETED) Hex 2516, 25 AL Hex 2417, 26 AL (DEPLETED and Shaken) Hex 2418, 1 LA (DEPLETED and Shaken) Hex 2318, Robertson's Battery Hex 2118.

Jackson's Brigade / Withers' Division (5 units): 17 AL Hex 2209, 18 AL Hex 2208, 19 AL Hex 2207, 2 TX Hex 2306, Girardey's Battery Hex 2307.

Shaver's Brigade / Hardee's Division (5 units): 3 CS (DEPLETED) Hex 1818, 2 AR (DEPLETED) Hex 1619, 6 AR (Shaken) Hex 1718, 7 AR (DEPLETED) Hex 1519, Swett's Battery Hex 1918.

Bowen's Brigade / Breckinridge's Division (5 units): 2 CS Hex 2210, 9 AR Hex 2212, 10 AR Hex 2211, 1 MO Hex 2309, Hudson's Battery Hex 2109.

Statham's Brigade / Breckinridge's Division (6 units): 15 MS (Low Ammo) Hex 2213, 22 MS Hex 2112, 20 TN Hex 2111, 28 TN Hex 2111, 45 TN Hex 2110, Rutledge's Battery Hex 2113. (19 TN, appears as a 2 PM Reinforcement)

Wood's Brigade / Hardee's Division (7 units): 16 AL Hex 1221 (Shaken), 8 AR (DEPLETED) Hex 1222, 3 MS (DEPLETED) Hex 1321, 27 TN (DEPLETED) Hex 1121, 44 TN (DEPLETED) Hex 1320, 55 TN (DEPLETED) Hex 1421, Harper's Battery Hex 1223.

Confederate Reinforcements:

2 PM: 1 TN (Stephens), 19 TN (Statham), Hex 2605*

** These units may use a Maneuver Order (March Column) on their Turn of entry (10.11a).*

Historical Note: 1 TN and 19 TN, along with Rebel Cavalry, were detailed to counter a possible Federal water landing behind Confederate lines. Once it was clear that this wasn't happening, the regiments rejoined their own Brigades at the front line.

IMPORTANT: Start rolling for Johnston Casualty at 2 PM, per 7.3.

3 PM: Anderson's Brigade / Ruggles' Division (6 units): Confederate Reserve Guards, 17 LA (DEPLETED), 20 LA (DEPLETED), 9 TX (DEPLETED) Hex 1523*, Crescent, 38 TN Hex 1323* (from Pond, these two units are attached to Anderson's Brigade for all purposes during this scenario).

** These units may use a Maneuver Order (March Column) on their Turn of entry (10.11a).*

Special Scenario Rules:

- 50 IL (Sweeny) is attached to McArthur's Brigade for all purposes in this scenario, including Activation and determining Wrecked Brigade status.
- Crescent and 38 TN are attached from Pond to Anderson for all game purposes, including Activation and determining Wrecked Brigade status.
- Miller's Brigade is already Wrecked (they can't Activate during the Chit Draw Phase), (12.9.1).
- Johnston is the Confederate CIC. *Play Note: Johnston was killed in action around 2:30 PM; remember rule 7.3 and start making a casualty check for him starting at 2 PM.* Prentiss (4) is the Union CIC (use his separate included counter), he has the standard CIC ability (freely activate any Brigade if his Activation roll is passed). If Prentiss CIC becomes a Casualty, he is not replaced (the Union will not have a CIC for the remainder of the scenario, even if rolled again).
- Confederate Initiative: Before seeding the cup to begin play, the Confederate player may secretly hold back one of his Leader chits. After the opening Artillery Phase is over, and to begin the first Chit Draw Phase, the Confederate player uses the held back Leader to Fully Activate (no die roll necessary) one of his Brigades with an ATTACK ORDER (this counts as the Brigade's activation for the Turn). After the Activation, place the Leader into the draw cup if he has another Brigade yet to activate. Then continue the Chit Draw Phase normally.
- Unless otherwise noted (e.g., 2 PM reinforcements), a Maneuver Order is NOT ALLOWED for either side in this scenario (an exception to 8.4). If a Brigade receives

an illegal Order (e.g., Maneuver via the Command Confusion chit), treat the result as “No Activity”; the Brigade does nothing.

- Any unit may voluntarily or involuntarily exit off the NORTH map edge without penalty. Such exited units may not return.

Victory Determination

At the conclusion of the scenario, each side earns VP's based on control (an Infantry unit occupying or having last moved through) the following objective hexes (all VP hexes start play in Union control):

- Crossroads: Hexes 1911 and 1714 (1 VP each)
- Peach Orchard Cross-trails: hex 1813 (2 VP's)
- Crossroads: Hexes 1115 and 1516 (2 VP's each)
- Widow Wicker's House: hex 1413 (1 VP)
- Union HQ / Crossroads hex 1013 (3 VP) (2 VP's for the Crossroads and 1 VP for the HQ)
- Indian Mounds: hex 3805 (1VP)
- Crossroads Hex 3713; see Automatic Victory condition below.

Also, each side gets 1/2 VP for each enemy two-step unit Eliminated or on the Broken Track at the end of the game. A one-sided Fragile unit is worth nothing. Depleted units do not give VP's in this scenario, but Wrecked Brigades still do grant an opponent the usual 1 VP each.

Automatic Victory: If the Confederates control hex 3713 at any time prior to the 3 PM Turn, they immediately win an Automatic Substantial Victory; the scenario is over.

If the Confederates control hex 3713 at any time on the 3 PM or 3:30 PM Turn, they immediately win an Automatic Tactical Victory; the scenario is over.

If an Automatic Victory does not occur, then at the conclusion of the scenario subtract the number of Union VP's from the number of Confederate VP's; if the result is 6 VP or higher, the Confederates win. If the result is lower than 6, the Union wins.

16.6 Grant's Last Stand

This hypothetical mini-scenario is insightful for solitaire play and covers a segment of Grant's potential final defense of Pittsburg Landing as he anxiously waited for Lew Wallace's meandering 3rd Division and Buell's Army of the Ohio to reinforce him. To have any hope of making progress here, the Confederate player will need some substantial luck. Grant had to cobble together various troop formations and battery sections to compose a defensive position. Both sides were exhausted and depleted from the day's hard fighting, with some Rebel units also being desperately short

of ammunition. Hypothetically, had Beauregard ordered his weary troops forward, they would have faced what had become a very formidable Federal line that included overwhelming Artillery support.

Scenario Length: This scenario begins on the **6:00 PM** Turn and concludes upon completion of the **7:30 PM** Turn (4 Turns).

MAP: Use the included 11" x 11" map labeled 16.6.

IMPORTANT: The Confederates get 1 Key chit per Turn and 1 random chit while the Union gets 2 random chits.

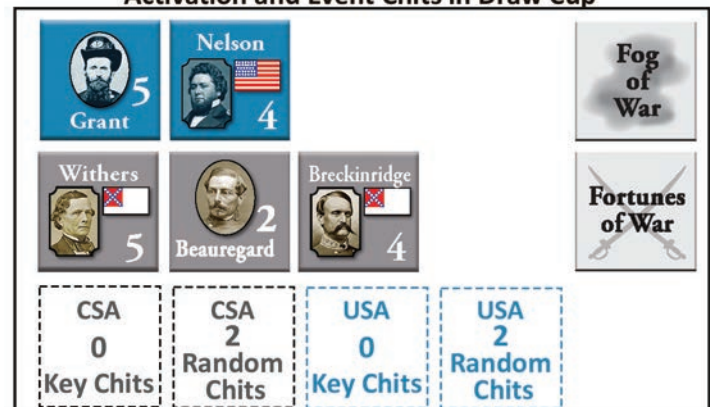
Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup



UNION SETUP

Play Note: In some cases, remnants of regiments have been consolidated into the same, single unit, while other regiments that had been shattered are not included.

Ammen's Brigade / Nelson's Division (3 units): 36 IN (Shaken) Hex 3104, 6 OH (Shaken) Hex 3103, 24 OH (Shaken) Hex 3204. *Historical Note:* Ammen's strenuous forced march meant leaving his Artillery and baggage behind. *Play Note:* General Nelson is not eligible to be a casualty in this game.

Sweeny's Brigade / Grant (3 units): 50 IL (DEPLETED) Hex 3008, 52 IL (DEPLETED) 3007, 57 IL (DEPLETED) Hex 3009.

Stuart's Brigade / Grant (2 Units): 54 OH (DEPLETED) Hex 3006, 55 IL (DEPLETED) Hex 2905.

Lauman's Brigade / Grant (2 units): 31 IN (DEPLETED) Hex 3110, 25 KY (DEPLETED) Hex 3010.

Union HQ marker: Hex 2707.

Union Artillery (11 units): *Madison's IL Battery Hex 3009, *Markgraf's OH Battery Hex 3304, *Silversparre's IL Battery I Hex 3006, Munch's MN Battery (DEPLETED) Hex 3205, Powell's IL Battery Hex 2905, Stone's MO Battery Hex 3007, Richardson's MO Battery Hex 3010, Dresser's Battery Hex 3008, Schwartz's IL Battery Hex 3010, Welker's MO Battery Hex 3110, Mann's MO Battery (DEPLETED) Hex 3009.

Union Reinforcements:

6:30 PM: Lexington, place to any hex on the Tennessee River (6.5f).

CONFEDERATE SETUP

(See Special Rule 4)

Chalmers' Brigade / Withers' Division (6 units): 5 MS (DEPLETED) Hex 3506, 7 MS (DEPLETED) Hex 3507, 9 MS (DEPLETED) Hex 3508, 10 MS (DEPLETED) Hex 3504, 52 TN Hex 3505, Gage's AL Battery Hex 3907.

Jackson's Brigade / Withers' Division (3 units): 17 AL (DEPLETED and Low Ammo) Hex 3511, 19 AL (DEPLETED and Low Ammo) Hex 3510, 2 TX (DEPLETED and Low Ammo) Hex 3509. *Historical Note: 18 AL is not present because they had been detached to handle the large volume of Union prisoners.*

Traube's Brigade / Breckinridge's Reserve (5 units): 31 AL (DEPLETED) Hex 3911, 4 KY (DEPLETED) Hex 3908, 5 KY (DEPLETED) Hex 3909, 6 KY (DEPLETED) Hex 3910, Crew's TN btn (DEPLETED) Hex 3906.

Confederate Reinforcements:

None

Special Scenario Rules:

1. Only Gage's Battery may activate during the Artillery Phase on the first, 6:00 PM, Turn. Skip all Union Artillery units for the first Artillery Phase of this scenario. *Play Note: Recall that a total of only 3 SP (total) of Artillery may Fire from a Woods hex.* Gage's Battery may ignore LOS in this scenario (trace range normally though). Gage may not be targeted by Union Batteries or the Lexington in this scenario.
2. Union Artillery only Activates to fire, not move, during any Artillery Phase. *Historical Note: Batteries were posted to their last stand positions.* Union Artillery may however retreat normally (except for * marked Batteries, which would be eliminated). The Lexington may place and fire each Turn; it arrives at 6:30 PM.
3. Grant can control Sweeny's, Stuart's, and Lauman's Brigades. So Grant is not a CIC here, but is treated as a Divisional/Corps leader for this scenario. However, he may only Activate one of the Brigades per Turn (meaning his chit does not go back into the cup after being drawn), Union player choice. Beauregard is the

CIC for the Confederates.

4. The Confederate player has the initiative and my fully Activate any ONE Brigade to begin the Chit Phase (after the Artillery Phase) on Turn 1 (6 PM). This does count as the Brigade's activation for the Turn (if Traube, pull Breckinridge from the cup this Turn since that is the only Brigade he controls in this scenario).
5. Artillery may not perform the Rebuild step, 6.4 standard rules, in this scenario.
6. Ignore the Wrecked Brigade rule (12.9). *Play Note: This hypothetical scenario assumes that both sides were able to push their troops past the normal limits of endurance that the wrecked rule simulates.*

Victory Determination

The Confederates achieve an Automatic Victory (AV) if, at any time, one of their Infantry units occupies hex 2903 (Pittsburg Landing); the game immediately ends.

Failing to achieve an AV, the Confederates can win a Day 1 Morale Victory if they can eliminate at least 4 Steps of Union Artillery and also hold the Union HQ (hex 2707) at the end of any Turn (then the game ends). *NOTE: The two Union Batteries that start play Depleted do not count towards the Step Loss mandate, unless Eliminated.* A Battery in the Eliminated Box or on the Broken Track at the end of the game counts as 2 Steps, or just 1 Step if it started the game Depleted. Otherwise, the Union side wins.

16.7 Bloody April

This full scenario covers the entirety of the first day at Shiloh, and unless a decision is reached early on (or one side concedes) it will take a substantial amount of time to finish to completion. The pressure is on the Confederates to push the Army of the Tennessee back to the river while looking to capture Pittsburg Landing, thus preventing Buell's Army of the Ohio from reinforcing Grant. The Union will be conducting a desperate early defense while also looking for opportunities to slow the Rebels down with counterattacks (possible starting at 11 AM, 8.2 here) and prolonged engagements (e.g., The Hornets' Nest).

Scenario Length: The scenario begins at **8 AM** and concludes upon completion of the **7:30 PM** Turn (24 Turns). **IMPORTANT:** Union Alert (8.7), Camps (10.13), and Wrecked Brigades (12.9) rules are in full effect.

MAPS: Both A and B (overlap map B on top of map A).

IMPORTANT: The Union does not get a Key Chit pick during Confederate Surprise, 8 AM and 8:30 AM. The Union gets 1 Key chit per Turn starting at 9 AM. The Union gets 2 random chits per Turn. The Confederates get 2 Key chits per Turn, plus 3 random chits per Turn (until 4 PM, see Reinforcement schedule).

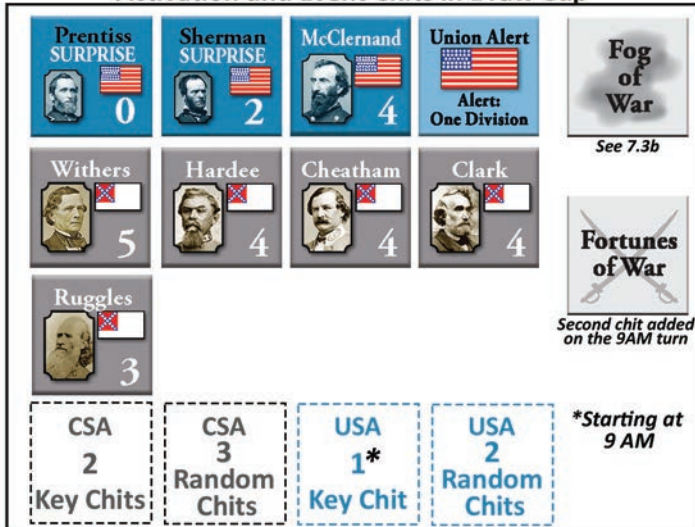
Union Available Event Chits



Confederate Available Event Chits



Activation and Event Chits in Draw Cup



UNION SETUP

All units setup on map B unless noted otherwise.

Union Divisional HQ markers: Hexes 2316, 1123, 1527, A3008, 1013.

Peabody's Brigade / Prentiss' Division (6 units): 12 MI a Hex 2522, 12 MI b Hex 2423, 21 MO Hex 2521, 25 MO Hex 2323, 16 WI a Hex 2719, 16 WI b Hex 2720.

Historical Note: An astute Colonel Everett Peabody advanced his formation South towards the Rebels to await the assault. When forced to retreat, Peabody's men fell back to their camps and then beyond. The gallant Peabody was killed in the action.

Miller's Brigade / Prentiss' Division (6 units): 61 IL (Shaken) Hex 2716, 18 MO Hex 2717, 18 WI a (Low Ammo) Hex 2616, 18 WI b (Low Ammo) Hex 2615, Munch's MN Battery Hex 2618, Hickenlooper's OH Battery, Hex 2617.

Historical Note: 15 MI arrived with no ammo and quickly

went to the rear, so they are not included.

McDowell's Brigade / Sherman's Division (4 units): 40 IL Hex 1432, 6 IA Hex 1334, 46 OH Hex 1333, Behr's IN Battery Hex 1332.

Hildebrand's Brigade / Sherman's Division (4 units): 53 OH Hex 2027, 57 OH Hex 1725, 77 OH Hex 1627, Waterhouse's IL Battery Hex 1826.

Buckland's Brigade / Sherman's Division (5 units): 48 OH Hex 1529, 70 OH a Hex 1628, 70 OH b Hex 1629, 72 OH Hex 1530, Barrett's IL Artillery Hex 1326.

Stuart's Brigade (3 units): 55 IL Hex 2307, 54 OH Hex 2109, 71 OH Hex 2211.

Independent: 23 MO Hex A3004.

Independent: 16 IA a Low Ammo Hex A3211, 16 IA b Low Ammo Hex A3110.

Hare's Brigade / McClelland's Division (5 units): 8 IL Hex A3022, 18 IL Hex A3121, 11 IA a Hex A3422, 11 IA b Hex A3321, 13 IA Hex A3222.

Marsh's Brigade / McClelland's Division (4 units): 11 IL Hex A3624, 20 IL Hex A3824, 45 IL Hex 1124, 48 IL Hex 1025.

Raith's Brigade / McClelland's Division (4 units): 17 IL Hex 1424, 29 IL Hex 1523, 43 IL Hex 1522, 49 IL Hex 1622. *Play Note: Raith's Brigade is already Alert and can Activate normally when McClelland is pulled from cup. See Special Rule 1*

Divisional Artillery (4 units): Dresser's Battery Hex A3223, McAllister's Battery Hex A3924, Burrow's Battery Hex A3723, Schwartz's IL Battery Hex 1425.

Tuttle's Brigade / W.H. Wallace's Division (4 units): 2 IA Hex A2911, 7 IA Hex A2809, 12 IA Hex A2607, 14 IA Hex A2909.

McArthur's Brigade / W.H. Wallace's Division (2 units): 9 IL Hex A2815, 12 IL Hex A2615.

Historical Note: 13 OH, 14 MO, and 81 OH were sent to guard various water crossings. 13 MO and 81 OH appear later as reinforcements, having been released from their previous duties. 14 MO only briefly skirmished with some Rebel Cavalry, otherwise they did not engage on the first day so they are not included in the game.

Sweeny's Brigade / W.H. Wallace's Division (6 units): 8 IA Hex A2512, 7 IL Hex A2712, 50 IL Hex A2112, 52 IL Hex A2912, 57 IL Hex A2312, 58 IL Hex A2214.

Divisional Artillery (4 units): Willard's Battery Hex A2814, Richardson's Battery Hex A3109, Welker's Battery Hex A2505, Stone's Battery Hex A3108.

Williams' Brigade / Hurlbut's Division (4 units): 28 IL Hex 1112, 32 IL Hex 1013, 41 IL Hex A3913, 3 IA Hex A3815.

Veatch's Brigade / Hurlbut's Division (4 units): 14 IL Hex A3216, 15 IL Hex A3417, 46 IL Hex A3113, 25 IN Hex A3112.

Lauman's Brigade / Hurlbut's Division (4 units): 31 IN Hex A3812, 44 IN Hex A3911, 17 KY Hex A3910, 25 KY Hex A3909.

Divisional Artillery (3 units): Ross's Battery Hex A3413, Mann's Battery Hex A3908, Myers' Battery Hex B1312.

Army and Unattached Artillery (4 units): *Madison's IL Battery Hex A3009, *Markgraf's OH Battery Hex A3405, Powell's IL Battery Hex A3006, *Silversparre's IL Battery Hex A3007.

Union Reinforcements:

8:30 AM: *Bouton's IL Battery Hex A2903

9 AM: 13 MO (McArthur) Hex A3230, 15 IA a and 15 IA b Hex A3004, Prentiss Replacement 3 (swap out his 0 rated counter)

IMPORTANT: Add a second Fortunes-of-War chit

9:30 AM: Grant (CIC), Sherman 4 (swap out his 2 rated Surprise Leader counter), and Stuart. Remove Skirmishers. *NOTE: Stuart's Brigade may start activating normally, if not activated previously by Confederate activity. When he First Activates, Stuart does not have to roll on the "Sound the Long Roll" table, 8.7a.*

10 AM: Charge!

11:00 AM: Prentiss 4 (swap out his 3 rated replacement counter), Sherman 5 (swap out his 4 rated replacement counter), Remove Charge!

12 PM: Cavalry!

2:30 PM: Gunboat Tyler

4 PM: *81 OH (McArthur) Hex A1509 **This unit may use a Maneuver Order (March Column) on their Turn of entry (10.11a)*

4:30 PM: Gunboat Lexington

5 PM: Low Ammo

6 PM: Nelson, Ammen's Brigade / Nelson's Division (3 units): 36 IN (Shaken), 6 OH (Shaken), 24 OH (Shaken) Hex 2903, Mounted Section

Historical Note: Ammen's strenuous forced march meant leaving his Artillery and baggage behind. Play Note: General Nelson is not eligible to be a casualty in this game.

CONFEDERATE SETUP

All units setup on map B unless noted otherwise.

Chalmers' Brigade / Withers' Division (6 units): 5 MS Hex 3017, 7 MS Hex 3015, 9 MS Hex 3016, 10 MS Hex 2914, 52 TN Hex 3018, Gage's AL Battery Hex 3119.

Gladden's Brigade / Withers' Division (6 units): 21 AL Hex 2920, 22 AL Hex 2921, 25 AL Hex 2922, 26 AL Hex 2918, 1 LA Hex 2919, Robertson's AL Battery Hex 3022.

Shaver's Brigade / Hardee's Corps (6 units): 2 AR Hex 2724, 6 AR Hex 2723, 7 AR (Shaken) Hex 2625, 3rd CS Hex 2722,

Miller's TN Battery Hex 2822, Swett's MS Battery Hex 2725.

Wood's Brigade / Hardee's Corps (8 units): 16 AL Hex 2627, 8 AR Hex 2726, 9 AR Btn Hex 2726, 3 MS Btn (Disrupted) Hex 2626, 55 TN (Disrupted) Hex 2626, 27 TN Hex 2527, 44 TN Hex 2627, Harper's MS Battery Hex 2827.

Historical Note: Upon taking an unexpected Union initial volley shortly before 8 AM, several Confederate regiments fled. 7 AR was mostly reformed only through the energetic efforts of its officers, while 55 TN and the 3 MS Battalion were plunged into chaos.

Cleburne's Brigade / Hardee's Corps (9 units): 15 AR Hex 1928, 6 MS Hex 2227, 2 TN Hex 1831, 23 TN Hex 2226, 24 TN Hex 1830, 35 TN Hex 1829, Calvert's AR Battery Hex 2229, Hubbard's AR Battery Hex 2230, Trigg's AR Battery Hex 2129.

Anderson's Brigade / Ruggles' Division (6 units): CS Reserve Gds Bn Hex 2629, 1 FL Btn Hex 2629, 17 LA Hex 2628, 20 LA Hex 2530, 9 TX Hex 2630, Hodgson's LA Battery Hex 2729.

Russell's Brigade / Clark's Division (6 units): 11 LA Hex 3028, 12 TN Hex 3029, 13 TN Hex 3128, 22 TN a Hex 3027, 22 TN b Hex 3127, Bankhead's TN Battery Hex 3030.

Johnson's Brigade / Cheatham's Division (5 units): Blythe's MS Btn 3033, 2 TN Hex 3131, 15 TN Hex 3032, 154 TN Senior Hex 3132, Polk's TN Battery Hex 3332.

Stewart's Brigade / Clark's Division (6 units): 13 AR Hex 2928, 4 TN a Hex 2929, 4 TN b Hex 2930, 5 TN Hex 2927, 33 TN Hex 2831, Stanford's MS Battery Hex 3031.

Pond's Brigade / Ruggles' Division (4 units): 16 LA Hex 2537, 18 LA Hex 2538, Orleans Gds Bn Hex 2539, Ketchum's AL Battery (Shaken) Hex 2637.

Gibson's Brigade / Ruggles' Division (5 units): 1 AR a Hex 3125, 1 AR b Hex 3226, 4 LA Hex 3024, 13 LA Hex 3025, 19 LA Hex 3227.

Jackson's Brigade / Withers' Division (5 units): 17 AL Hex 3219, 18 AL Hex 3220, 19 AL Hex 3221, 2 TX Hex 3222, Girardey's Battery Hex 3420.

Stephens' Brigade / Cheatham's Division (4 units): 7 KY Hex 3534, 6 TN Hex 3433, 9 TN Hex 3434, Smith's Battery Hex 3635.

Confederate Reinforcements:

8:30 AM: McClung's TN Battery Hex 4038

9 AM: Johnston (CIC), Command Confusion, Double-Quick, Inspired Leadership, Breckinridge

Bowen's Brigade / Breckinridge (6 units): 9 AR, 10 AR, 2 CS, 1 MO, Hudson's Battery, Watson's Battery, Hex 4038

Statham's Brigade / Breckinridge (6 units): 15 MS, 22 MS, 20 TN, 38 TN, 45 TN, Rutledge's Battery, Hex 4038

Traube's Brigade / Breckinridge (9 units): 4 AL Bn, 31 AL, 3 KY, 4 KY, 5 KY, 6 KY, Crews' TN Bn, Byrne's Battery, Cobb's

Battery, Hex 4038

Roberts' AR Battery Hex 4038

12 PM: *Crescent, *38 TN (2 units, Pond) Hex A3938, Cavalry! *These two units may use a Maneuver Order (March Column) on their Turn of entry. (10.11a)

Remove one Rebel Yell! event chit.

1 PM: Remove March to the Guns!

2 PM: Start Johnston Casualty Check (7.3b1), *1 TN Bn (Stephens) and *19 TN (Statham) Hex 3400, Remove Double-Quick. *These two units may use a Maneuver Order (March Column) on their Turn of entry. (10.11a)

3 PM: Fallen Horses, Remove Inspired Leadership.

4 PM: Confederate Key chit selections drops from 2 to 1 per Turn. Reduce Confederate random chit draws by one (from 3 to 2) for the remainder of the game.

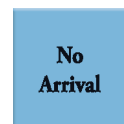
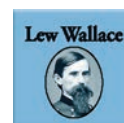
5 PM: Low Ammo

Special Scenario Rules:

1. Sherman and Prentiss' Divisions begin the game Alert (8.7), as is Raith's Brigade. Stuart is not-Alert until 9:30 AM unless otherwise activated by enemy presence (8.7). Hurlbut's, W.H. Wallace and the remainder of McClelland's Divisions are not-Alert.
2. Sherman and Prentiss each have THREE leader counters in the Full Game: one representing their initial period of surprise, then their replacement representing growing awareness of the situation, then their regular leader counter (see the Union reinforcement schedule for details).
3. Confederate Surprise rules are in effect (15.0). *Play Note: After the Artillery Phase, Cleburne is Activated for an Attack Order.*
4. Union Alert rules are fully in play (ER 8.7, 8.7a, 8.7b).
5. March Column is not available to either side until the 10 AM Turn (so infantry under a maneuver order is paying one mp per road hex until 10 AM).
6. The Union player may not issue an ATTACK ORDER (8.2) until the 11 AM Turn. A Union brigade that is assigned an Attack order by a Command Confusion chit prior to 11am does nothing.
7. The Wrecked Brigades rule, (12.9), is in full effect. **IMPORTANT:** Pond's Brigade, Stephens' Brigade, Statham's Brigade, and McArthur's Brigade can be Wrecked normally in this scenario, even if the Brigade has unit(s) which arrive later as Reinforcements (once arrived, reinforcements do count towards Wrecked Brigade status). *For example, Pond's Brigade has three units on map to begin play. If the Brigade is Wrecked, then not only are those three units Wrecked, the two 12*

PM reinforcing Regiments are considered Wrecked also. In other words, when a Brigade is Wrecked then all of its units are considered Wrecked for the remainder of the game.

8. Union 15 IA (2 units), 16 IA (2 units), and 23 MO (1 unit) do not have a Brigade color stripe. To begin play, the Union player must attach them to any one Brigade of Prentiss' Division and/or McClelland's Division (for 15 IA and 16 IA) and any one Brigade of W. H. Wallace's or Hurlbut's Division (for 23 MO). Denote assigned Independent units with the supplied 15 IA, 16 IA, and 23 MO markers to the Brigade Activation card as a reminder. Both units (a and b) comprising a particular regiment must be assigned together to the same Brigade, though the 15 IA and 16 IA may each attach to a different (or same) Brigade. Once assigned, an Independent unit's attached status may not change. These units give, and provide, Support as if they were part of the Brigade. **IMPORTANT:** These units do not count towards a Brigade's Wrecked status; ignore them when making a Wrecked check for the Brigade they are attached to. They are, however affected by their attached Wrecked Brigade's status, normally.
9. Artillery Activation (Optional Rule) - There are quite a few Batteries in this full scenario, so for convenience players may want to use the following alternate method instead of the standard back-and-forth Artillery hex activations. Alternate firing Battery hexes as usual, and then both sides perform their moves simultaneously. Remember the Union Artillery movement restriction (8.7) until the 10 AM Turn. *Play Note: This is the method used in playtesting and is recommended.*



10. Lew Wallace's Division (Optional Rule): Decide if this rule will be used before starting play (both sides must agree). Collect the eight Union "LWD" (Lew Wallace's Division) Arrival chits and place them in a separate cup starting with the 2 PM Turn. Each hour (2 PM, 3 PM, etc.), during the Reinforcement Phase, randomly select one of the Arrival chits (without looking at it) and place it into the draw cup along with all the other seeded chits for the Turn. When an Arrival chit is drawn, look on its reverse side; if it states "Arrives!", see the following paragraph for deployment of L. Wallace's 3rd Division. If the reverse side has N/A, then L. Wallace does Not Arrive; nothing happens. Remove the just drawn chit from play; do not place it back in the cup next Turn.

If the 3rd Division does arrive, immediately place L. Wallace's Divisional Leader chit into the draw cup; no more Arrival chits will be drawn for the remainder of

the game. Once L. Wallace's Divisional Leader chit is first drawn, roll a die to ascertain where his Division, plus Thompson's Battery and Buel's Battery, appears: on a 1-2, the Division will arrive via the Shunpike Road (hex A1022), and on a 3-6 the Division will arrive Pittsburgh Landing (hex A2903) via the River Road. Upon arrival, the 3rd Division follows the series rules on reinforcements (10.11). *Play Note: General L. Wallace cannot become a casualty.*

L. Wallace controls Smith's, Thayer's, and Whittlesey's Brigades (9 units). Remember to put the Brigades' Activation markers on the Union display card. *Play Note: Unlike other Union Divisions, Wallace's 3rd Division does not get a HQ placement on the map.*

Victory Determination

Play Note: Ignore VP hexes marked on the map for this scenario.

If the Confederates have one of their Infantry units occupy Pittsburg Landing (hex A2903) at any time, the game immediately ends in a Decisive Confederate Victory.

If at the end of the game Pittsburg Landing has not been seized, a Moderate Confederate Victory can be gained if the Confederates have inflicted more Step Losses on the Union than they themselves have suffered, while also controlling all 5 Union Divisional HQ's.

If during the game, the Confederate player controls any 4 of the 5 Union HQ's any time prior to the 4 PM Turn while inflicting more Step Losses on the Union than they themselves have suffered, then they earn an immediate Minor Confederate Victory.

For Step Losses, count units in the Eliminated Box (two Steps for a two-sided unit) and on the Broken Track (also two Steps for a two-sided unit), along with Depleted units on the map (counts as 1 Step).

If Lew Wallace's Division (optional) has entered the game before 4pm, the CSA must take 3 Union HQ prior to the 4pm turn for a minor Confederate victory. A moderate Confederate victory is 4 Union HQ by game's end if Lew Wallace has entered the game before 6PM.

Design Note: A Minor or Moderate Confederate Victory is basically for competitive play purposes; without capture of Pittsburg Landing, Beauregard and his army would still have to retreat back to Corinth (as they did historically) when faced with the combined forces of Grant and Buell. But shattering and overrunning Grant's Army may give the Confederacy some post-battle breathing room, and may have resulted in Halleck permanently sacking Grant (and perhaps Sherman too) with no intervention from President Lincoln.

Any other result is a Union victory.

Confederate Player Notes (Bloody April, 16.7):

As the primary attacker, the Confederate player will have to judge when to keep pushing his formations forward and when to pause to regroup. CIC Johnston will be important in encouraging the troops forward, especially after Confederate Surprise ends at 9 AM, as can the 'Inspired Leadership' event chit. If your Brigades get Wrecked early on, you likely won't have enough combat power to push through Union defensive lines later in the day, so watch your casualty levels carefully. However, there most likely will come the point where your depleted regiments will have to continue forward if you want to keep hope of victory alive, striving for Pittsburg Landing no matter what the cost.

You will have Confederate Surprise to give you important advantages during the first two Turns; the Union player will be extremely hard-pressed to stem the Rebel Tide. Since March Column is not available until 10 AM, you'll need to thrust ahead (don't forget the possibility of 2-hex advances after Close Combat). It's usually best to focus on certain sectors for the attack instead of assaulting along an entire broad front. Achieving a breakthrough will threaten Union flanks, perhaps causing them to give even more ground.

You will experience the congestion and coordination challenges that the historical commanders faced, including roads that will be jammed with men, horses, and wagons. Don't allow your units to clog a Road/Trail through difficult terrain (e.g., a Marsh) as troop movements can suddenly come to a grinding halt (remember that Artillery units may minimum move 1 hex off-road into regular Woods). A Fully Activated Brigade may see its path forward blocked by other friendly units; sometimes it may be best to hold back the Brigade to avoid further frontline clutter, keeping it temporarily in place as a reserve and available for subsequent commitment.

Stuart's small Brigade will be no threat to you, they don't Alert until 9:30 AM unless activities of your units cause it to. Stuart's situation – and the Confederate reaction – was anomalous and it's unlikely to be exactly recreated in the game.

Recall that the Union Army is in disarray, and cannot issue an Attack Order until 11 AM, so be bold. Get as far away from the Union Camps, and their associated Dot hexes, as soon as possible in order to prevent your units from continuously being slowed down. At Noon the Camp and Dot hex restrictions will end, but you want to be as far forward as possible by then.

Close Combats may force Union units to Panic, causing Infantry to Deplete (instead of taking a Morale Hit) during Confederate Surprise. Depleting enemy Regiments will be quite important in causing the Federal lines to weaken since Rebuilding is tough in this game (e.g., you can't use the 'Rally!' chit to do so like in some other Blind Swords' games). You can have two "Rebel Yell!" chits during the first two turns

too, giving you even more precise offensive punch. But other event chits can be just as (or more) useful too depending, so choose wisely.

Event chits start being removed in the afternoon. This was an easy way to reflect a Confederate slow-down from a hard morning fight, without other special rules. So as the CSA player, you will have dwindling event options over time.

When (and where) to commit Breckinridge's Reserves will be another important consideration. Try to avoid wasteful deployment clutter by instead sending a Brigade or two (as was done historically) east along the Bark Road, which can allow for better deployment. And hope that Colonel Jordan (FOW table) doesn't interfere with your Reserves too often!

Finally, if Pittsburg Landing becomes out of reach then keep going for a Union HQ capture victory. Perhaps Halleck will ultimately fully sack Grant, which is not countered by Lincoln, changing the course of our nation's history.

Union Player Notes (Bloody April, 16.7):

The Union player's role is mainly a defensive one, but that doesn't mean there won't be opportunities for counterattacks against a spent Confederate force (remember, the Union cannot issue an Attack Order until the 11 AM turn, but you do get the Charge! event for an hour starting at 10 AM). Counter-punching the Rebels can disrupt their continued assaults, but if your Close Combats fail then your line may be weakened. The pressure is on the Confederates to capture Pittsburg Landing, so make them earn it.

Protect your HQ's as they abstractly represent the Morale of your Army; see the Minor and Moderate Confederate Victory conditions.

Prentiss' and Sherman's Divisions are going to be especially hard-pressed initially while Confederate Surprise is in effect for the first two Turns (8 AM and 8:30 AM). The new Fall Back! Order can save Brigades from being Wrecked early on, especially when the enemy stops to loot your camps, giving you even more time to reorganize. Units that Fall Back! can establish some distance between themselves and the enemy. It's very important to avoid Panic, especially during Confederate Surprise when panicking Union Infantry Deplete instead of just taking a Morale Hit. Losses can pile up quickly.

For Union Alert, which Division should be activated first? McClernand may seem to be the obvious choice, but with Raith already Alert you'll only be getting two additional Brigades (as important as they may be). Hurlbut looks good to support Prentiss, and eventually Stuart, but his Brigades are positioned far east of Sherman. W. H. Wallace's Brigades occupy the rear so they seem less likely, but getting those formations moving forward early can pay notable dividends later on.

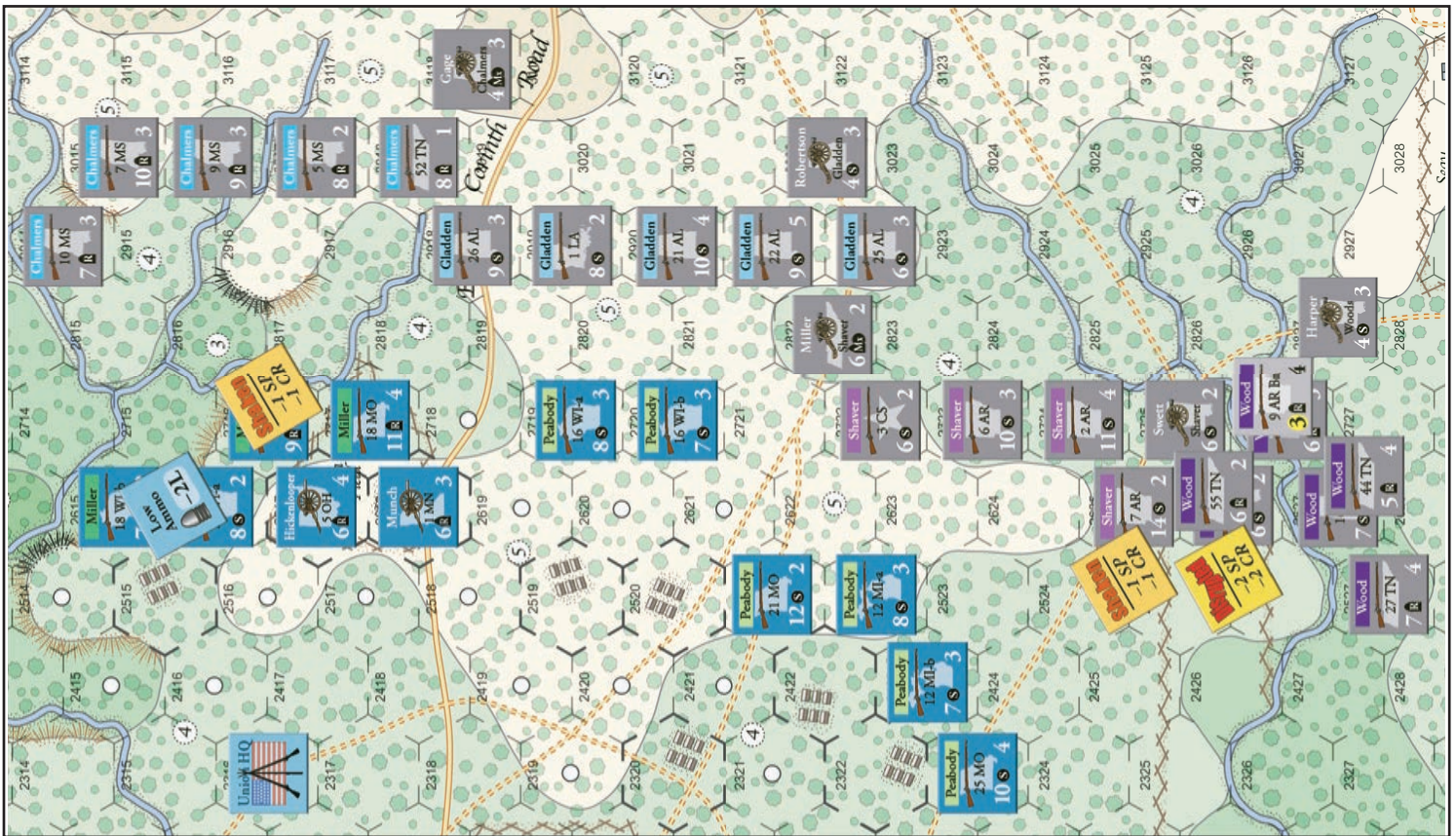
Your Artillery is limited in its movement until 10 AM, so carefully select which Batteries to move and post them in positions where they can fire on future turns (the number of Artillery units firing is never restricted). A lone Union Battery can play a role in holding the line virtually by itself, as was done historically, but try not to do this too often as a lone Battery is so vulnerable to Close Combat.

Solidify your defense first and only then look ahead to counter-attack opportunities (starting at 11 AM). Once you can counter-attack, it will give the Rebels something further to think about. Even launching just one attack can give the enemy pause.

Try not to feed weakened formations into the fray because the preservation of your army is of main concern, and you don't want them to become too fragile. Wrecked Brigades can be useful in defense, hopefully in a quiet sector. You have some excellent leaders once the initial shock wears off (and Grant arrives), so use them wisely.

Don't be discouraged early on if the Rebels rampage, you have a lot of troops to move up and time is on your side.

Example of Play



INTRODUCTION: This tutorial covers a complete initial Turn from Scenario 16.2, “We are in for it now!”, the opening Confederate assault upon Prentiss’ Division. Feel free to setup 16.2 in order to play along. *NOTE: This example is taken from an actual playtest, so strategy and tactics may not necessarily be ideal for this scenario. It is 8 AM on a crisp Sunday morning, April 6th, 1862.*

COMMAND DECISION PHASE: The cup will now be seeded per scenario instructions pictured below. Prentiss, Withers, Hardee, Fortunes of War, and Fog of War are placed in the cup. For events, the Confederates choose “Rebel Yell!” as their one key chit and then randomly draw “Rally!” as the one random chit. The Union does not get a Key chit in 16.2, they draw “Skirmishers” as their random chit.

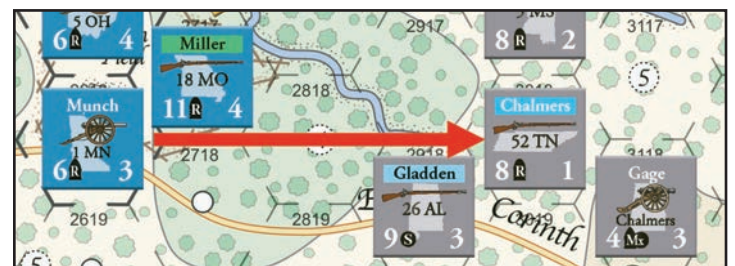
Confederate Available Event Chits



Union Available Event Chits



ARTILLERY PHASE: The Union player will go first; he selects Munch’s Battery (2618) to fire at 52 TN (3018).



The LOS is clear because both units are at Level 5 and there is no intervening blocking terrain. Since the Artillery unit is in a Clear hex and the range is 4 hexes with an R weapon type, the Artillery will use its “effective” range (greater than 2 hexes and less than 7) which is 100%.

Activation and Event Chits in Draw Cup

Prentiss SURPRISE 0	**See Special Rule 1	Fortunes of War
Withers 5	Hardee 4	Fog of War
CSA 1 Key Chit	CSA 1 Random Chit	USA 0 Key Chits
		USA 1 Random Chit

WEAPON RANGES (IN HEXES)	CANISTER (150%)	EFFECTIVE (100%)	LONG (50%)	EXTREME (25%)
SMALL ARMS				
SMOOTHBORE MUSKET (S)	-	1	-	2
RIFLED MUSKET (R)	-	1	2	3
RIFLE & SMOOTHBORES (RS)	-	1	2	-
ARTILLERY				
SMOOTHBORE CANNON (S)	2	6	9	12
RIFLED CANNON (R)	2	7	10	14
MIXED CANNON (MX)	2	6	10	14
GUNBOATS (G)*	-	2	6	-

The initial Fire Column is '6'. There is no penalty (-1 Left shift) for firing over a unit because the firing player uses the least restrictive hex when tracing along a hexside, so 18 MO (2717) can be ignored since 2718 is used for the LOS trace. The same applies to hex 2918. *NOTE: This differs from standard Blind Swords rules for LOS tracing.* The 52 TN occupies a Woods hex, resulting in a -2 Left shift down to the '4' Fire Column.

Die Roll	4	5	6-7
11-12	-	-	Initial Column
13-14	-	-	Initial Column
15-16	-	-	Initial Column
21-23	-	0	0-1
24-26	-	0	0-2
31-33	-	0-1	0-2
34-36	-	0-2	0-3
41-43	-	0-3	0-4
44-46	-	0-4	0-5
51-53	-	0-5	0-6
54-56	-	0-6	0-7
61-62	-	0-7	0-8
63-64	-	0-8	0-9
65-66	-	0-9	0-10

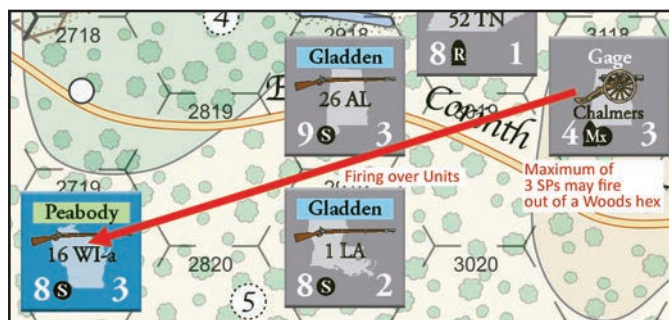
Two dice are rolled with the red die ('4') being read first and then the white die (also a '4'). Looking at the '4' Fire Column for the '44', we see a yellow box with a 0 and a green box with a 1-3. The 52 TN has a printed Cohesion Rating (CR) of just 1, but since it is automatically unsupported in Woods this drops to a 0. But "Confederate Surprise" grants a +1 CR while in effect (8 AM and 8:30 AM), so 52 TN's CR rises back to a 1. This means that we will check the green "Routine" result on the Fire Combat Cohesion Test Table. *NOTE: If "Confederate Surprise" were not applicable, then 52 TN would have had a CR of 0 and a yellow "Tough" test would have resulted since the result had a '0' in a yellow box.*

(12.1) Fire Combat Cohesion Test Table			
Colored Die	Depletion Result	White Die	Skedaddle Result
ROUTINE	1	-	1
	2	-	2
	3	-	3
	4	-	4
	5	D	5
	6	D	6

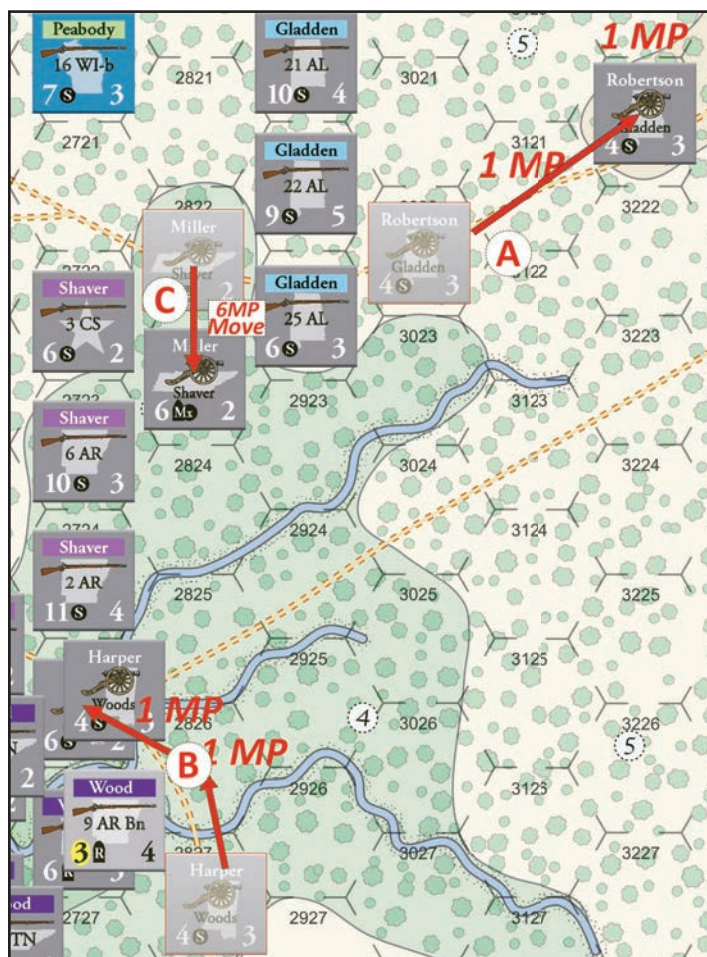
We roll two dice again and the result is a '23'. The red die checks the Depletion Result column, with a '2' indicating a dash result (no effect). The white die checks the Skedaddle Result column which shows the "R1" result. Thus 52 TN retreats 1 hex back to 3118. A Fire/Move marker is placed on Munch's Battery; it cannot activate again this Phase.

Next it is the Confederate player's choice to select an Artillery hex to activate, and chooses Gage's Battery (3119). Union 16 WI-a (2719) is the chosen target. Because Gage is on a higher elevation (Level 6) than its target (Level 5), it can

ignore the intervening Woods hexes being fired over when tracing the LOS. *NOTE: In this game, firing over a Woods hex does not penalize a firing unit at a higher elevation.* Gage is in a Woods hex, so only 3 SP may fire regardless of how many Artillery units or SP's are in the hex. The fire will suffer a -1 left column shift for firing over a unit (1 LA in 2919); in addition, 16 WI-a is itself in woods, so we must adjust the fire -2 Left to the "C" Fire Column for a total of -3 left column shifts. Not a good shot by any means, but maybe Gage will get a lucky outcome.



Two dice are rolled and they show '46', a green '0' box on the C Fire Column. Checking 16 WI-a's CR, we see a printed 3 which is reduced to 2 because the regiment is unsupported in the woods. Further, "Confederate Surprise" lowers the target's CR -1 more from 2 to 1. Gage just missed, so there is no effect. A Fire/Move marker is placed on the Battery.



Next, the Union player fires Hickenlooper's Artillery at 26 AL. This time, 18 MO is being fired over so we'll shift -1 column Left and then another -2 columns Left because 26 AL is in the woods. A roll of '26' on the 3 Fire Column is a miss. The Union Battery is marked Fire/Move.

The Union has now activated both of their Artillery units, so the Confederates can activate their remaining Batteries in any sequence they want. Not seeing any other desirable firing opportunities, **A** Robertson's Battery is moved back to higher ground (2 MP's along the trail) in 3221, hoping for a future shot. **B** Swett's Artillery stays in place (2725) and is joined by Harper's Battery (2 MP's along the trail to get to 2725). There are now 10 Strength Points (SP) of Artillery in the hex, but since Batteries stack at only 75% of their SP, the actual stacking value in the hex is 7.5 SP's (see Artillery Stacking table on the player aid). This is well below the stacking limit of 12 SP's per hex.

Finally, **C** Miller's Artillery gets out of the way by going off the trail in 2822 into the Woods in 2823; this utilizes all of its 6 MP's. *NOTE: Artillery going "off-road" is a specific rules adaption for this game.* These Confederate Artillery units are all marked as Fire/Move. The Artillery Phase is now over. *NOTE: Some players like leaving the Fire/Move markers on their Artillery units as a reminder of where they are located, otherwise all the Fire/Move markers can now be removed.*

CHIT DRAW PHASE: The first chit drawn from the cup is "Fortunes-of-War", meaning the next drawn chit will be canceled. It's "Withers", bad luck for the Rebels. The Confederate player must decide between canceling either Gladden's Brigade or Chalmers' Brigade since they both are under Withers' command; he thinks for a few moments and selects Chalmers. On your Activation card, flip Chalmers' activation chit to its reverse Activated side; it will not be able to do anything this turn. Remember to put "Withers" back in the cup since he still has a Brigade to activate. "Fortunes-of-War" gets set aside till next turn.



The next chit from the cup is Confederate "Rally!". This chit may be played now or held until later in the turn. The Confederates quickly decide to play it now on hex 2626. Both 55 TN and 3 MS Bn will remove all their Morale Hits, so their Disrupted markers are taken away. Both regiments have

fully rallied and are ready for combat! The "Rally!" chit gets set aside for next turn.



Union leader "Prentiss" is the next chit randomly chosen from the cup. We now temporarily go to the BRIGADE ACTIVATION PHASE. Per setup, Prentiss has his special "Confederate Surprise" piece in play with a rating of 0, so there's no need to roll for a Full Activation (he automatically fails). Peabody's Brigade is chosen for a Limited Activation (usually fire only), but the Brigade may also be eligible to execute a Fall Back! Order instead. *NOTE: This is a new Order choice for the Union just for this game.* Peabody has several units in or adjacent to a Camp hex (e.g., 21 MO in hex 2521), so he can indeed Fall Back! All regiments in Peabody's Brigade must go back (towards their normal retreat edges, either north or east) exactly 2 hexes, no more and no less. They do not get to fire and they cannot Engage the enemy (nor remain Engaged with the enemy). Confederate Opportunity Fire (50%) for an Engaged regiment withdrawing would occur normally, but that does not apply here because none of the Union units are Engaged. So Peabody's units go back as follows: 16 WI-a to 2519; 16 WI-b to 2520; 21 MO to 2320; 12 MI-a to 2322; 12 MI-b to 2321; and 25 MO to 2122. The Union player is content with this early action for Peabody; 16 WI a and b are still exposed, but they are protecting Camp (½ VP for the Union side) hexes plus the adjacent Dot hexes will cost the Rebels +1 MP to enter, while still holding the Brigade's flank. Flip Peabody's chit on the Activation card to its Activated side; it is done for the turn. The Prentiss 0 leader chit goes back into the cup since he still has another Brigade to activate in his Division.



Back to the CHIT DRAW PHASE we go, and Union "Skirmishers" next appears. Confederate 3 CS (2722) is the selected target; it is within 3 hexes of a Union unit (16 WI-b in 2520). All LOS and Terrain considerations are ignored for "Skirmishers", so we just roll on the 1 Fire Column. A roll of '16' is a miss. The

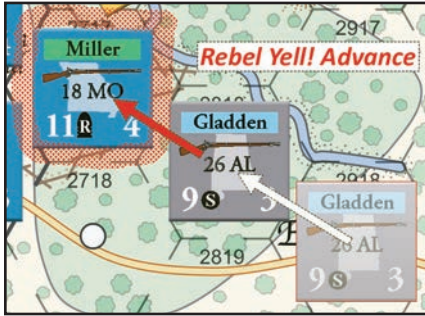


“Skirmishers” event chit is set aside until next turn.



“Rebel Yell!” comes out of the cup next, not good timing for the Rebels since they cannot hold the chit during “Confederate Surprise”. The CSA player must either discard the chit or play it.

The CSA player chooses to have 26 AL move a single hex into 2818 and attempt to Close Combat 18 MO in 2717. The Rebel player wants to be aggressive while the advantages of “Confederate Surprise” remain in effect, so this is exactly what he does.



First, 18 MO gets Defensive Fire against 26 AL. The initial Fire Column is 11, shifted -2 columns Left (because 26 AL is in the woods) to the 6-7 Fire Column. Two dice are rolled displaying a ‘41’ result. 26 AL has a printed CR of 3, down to a CR of 2 for being unsupported in the Woods, then raised back to a CR of 3 due to “Confederate Surprise”. The unit’s CR is then raised to a 4 because of “Rebel Yell!”. We see that this just falls within the green 2-4 box on the 6-7 Fire Column result, so a Routine test is generated. The dice are re-rolled and it’s a ‘13’ result. There is no Depletion result for the red die, but the 3 on the white die forces 26 AL back 1 hex to 2918. The intended Close Combat does not occur because the units are no longer Engaged. This was a free action for 26 AL since “Rebel Yell!” does not affect a Brigade’s status. The “Rebel Yell!” event chit is set aside for next turn.



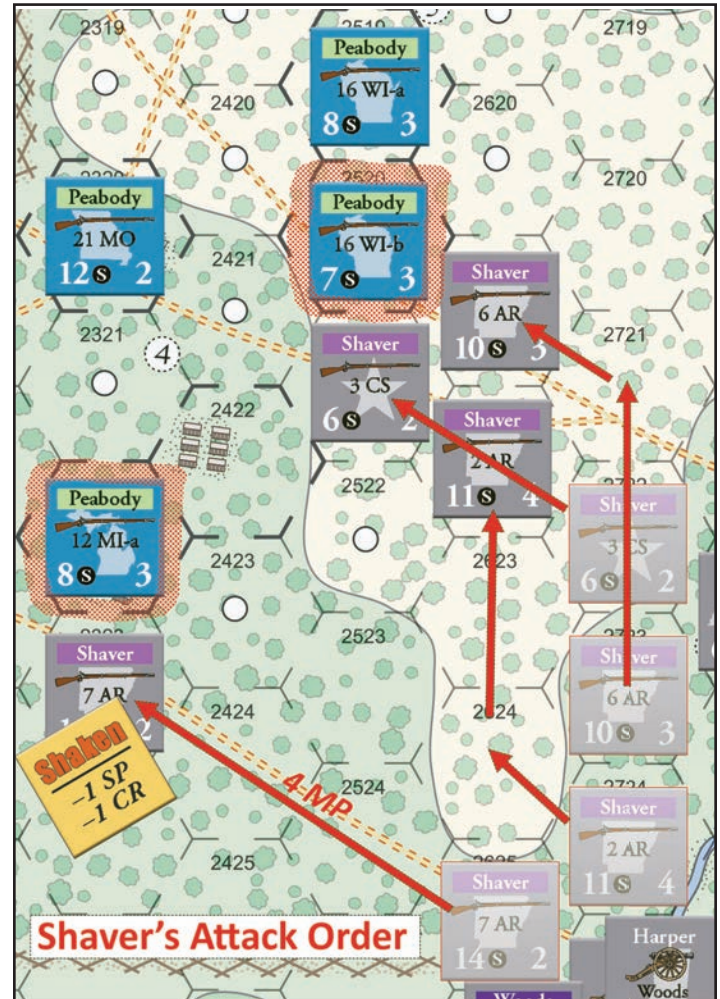
Now the “For-of-War” chit comes out, and a die is rolled to see what occurs. A ‘3’ roll on the scenario’s table indicates “Seeing the Elephant – Union unit”; there is no Union unit Engaged with a Confederate unit, so the event is ignored. The “Fog-of-War” chit is set aside for the following turn.

Scenarios 16.2, 16.3, 16.4 Fog of War Table	
1	Union Obscured Fire - The Union player picks one of his Infantry units who now Fires into an adjacent, or through a single intervening, regular Woods hex. Normal Range and Terrain modifiers apply along with an additional Obscuring -1 Left column shift (even if adjacent). For example, a 10 SP rifle-armed Union regiment in B2319 fires upon a Confederate target in B2518. Its 10 SP is halved due to the 2 hex range for rifles. Then a -3 Left (3L for the intervening Woods hex obscuring and -2L for the target being in a Woods hex) column shift means the fire will be resolved on the ‘2’ column of the Combat Results Table.
2	Confederate Obscured Fire - The Confederate player picks one of his Infantry units who now Fires into an adjacent, or through a single intervening, regular Woods hex. Normal Range and Terrain modifiers apply, with an additional Obscuring -1 Left column shift (even if adjacent).
3	Seeing the Elephant – Union unit - The Confederate selects any NON-BATTLEWORN (not Depleted) Union Infantry unit that is Engaged. That Union unit now makes a standard Cohesion check. If it fails, the Union unit now Panics (12.0b) by itself (no effect on other units). DEplete the unit instead of giving it a Morale Hit. Play Note: Thousands of Union soldiers panicked all the way back to the banks of the Tennessee River. If it passes the Cohesion check, there is no effect.
4	Seeing the Elephant – Confederate unit - The Union player selects any NON-BATTLEWORN (not Depleted) Confederate Infantry unit that is currently Engaged. That Confederate unit now makes a standard Cohesion check. If it fails, the Confederate unit now Panics (12.0b) by itself. If it passes the Cohesion check, there is no effect.
5	Possible Leader Casualty - Roll two dice and read the roll as a number from 11 to 66 (with red being the tens digit and white being the ones digit). Then consult the General Casualty Table on the Player Aid for the result.
6	Friendly Fire - Roll a die, on a 1-3 the Confederate player gets the marker and on a 4-6 the Union player gets the marker. This chit may be held until an enemy unit(s) attempts any Fire or initiate a Close Combat. If Fire, the entire Fire automatically is a miss. If Close Combat, the entire Close Combat does not occur and is cancelled (i.e., there is no Defensive Fire). Discard at end of Turn if not used. Exception: May not be used to cancel a Confederate Rebel Yell! or a Union Charge!, nor a Firefight event.



At this stage, only leaders remain in the cup. First out is “Hardee”. Since we are playing under

“Confederate Surprise”, Hardee will get automatic Full Activations (he does not have to roll). The Confederate player selects Shaver’s Brigade to Fully Activate with an Attack Order. Each regiment will have 6 MP’s to spend. Hardee’s regiments move as follows: 3 CS to hex 2521 (5 MP’s spent, two woods at 2 MP each + 1 MP for the Dot hex); 6 AR to hex 2621 (6 MP’s spent); 7 AR (still Shaken) to hex 2323 (3 MP’s along the trail and +1MP for the Dot hex); and 2 AR to hex 2622 (6 MP’s spent). *NOTE: 2 AR could not move through the three woods hexes to Engage 12 MI-a because the Dot hex in 2423 would cost +1 MP, making a total of 7 MP’s required to get there (an Attack Order grants only 6 MP’s).*



The Confederate player next declares two Close Combats (CC), one against 16 WI-b (2520) and one against 12 MI-a (2322). He decides to resolve the assault against 16 WI-b first.

16 WI-b gets its Defensive Fire first; it may fire at either of the assaulting units, not both. Difficult choice here, go after the stronger Rebel unit with the higher CR rating (6 AR) or choose the weaker Rebel unit with a lower CR (3 CS). The Union player feels lucky and so announces 6 AR as his target. The Defensive Fire begins on the 7 Fire Column then is shifted -2 columns Left to the 4 Fire Column because 6

AR is in the Woods. The dice roll shows a '12', a clear miss! Now the CC will occur. The Confederates select 6 AR as their lead unit, so the fight begins on the 10 Close Combat chart. It shifts +2 columns Right because with 3 CS supporting the CC, the odds are 16 SP's to 7 SP's, a 2 to 1 advantage. We are now on the 14-16 CC column. 6 AR has a higher CR than 16 WI-b (recall that "Confederate Surprise" grants a +1 CR to all Confederate units and a -1 CR to all Union units), so we go +1 Right again over to the 17-19 column. All involved units are armed with smoothbores ('S' type weapon), so no adjustment there. There are no Terrain modifications either (Woods have no effect on Close Combat). So our final CC column is 17-19. The Union player knows his regiment is in trouble.

Two dice are rolled for the CC and we get a '55'. Union CR is printed at 3, down -1 due to being unsupported in the Woods and down another -1 due to "Confederate Surprise", so this is well within the red box result of 0-4. Going to the "Severe" Test result on the Close Combat Cohesion Test Table we roll again, getting a '36' result. Checking the red die first, a '3' tells us that 16 WI-b is Depleted so it flips to its reverse (Battleworn) side. Next looking at the white die '6' we see that 16 WI-b must first make a Break Test (BT). With a reduced printed CR of 2, and taking unsupported in Woods and "Confederate Surprise" into account, 16 WI-b has a CR of 0 so it will not be able to pass the Break Test roll. We still roll a die to see how many boxes back the unit goes when placed on the Broken Track. A single die is cast, netting a '1' result, so the routed Union regiment goes into the 1 box on the track.

Next in order on the white die roll of 6 is a "RA3" result, which we can ignore because 16 WI-b has left the field. But a red P3 result follows, meaning up to three adjacent enemy units with a CR of 2 or less may Panic. Only 16 WI-a is adjacent, and it indeed Panics with the same unsupported in Woods and "Confederate Surprise" CR adjustments. This is bad for the Union because during "Confederate Surprise", Union units that Panic will Deplete instead of taking just a Morale hit (Skedaddle results still occur normally). So 16 WI-a must retreat 3 hexes (to 2218) and then flip to its Depleted (Battleworn) side. *NOTE: If 16 WI-a had also been the target of a yet unresolved Close Combat, that CC would be canceled because 16-a would no longer be adjacent to assaulting units since it did Panic.*

Finally, Confederate units may now advance since the defending hex was vacated (at least a 1 hex advance is mandatory under "Confederate Surprise"). The first hex of advance must always be the defending hex, so 6 AR enters 2520, marking the Camp hex as Confederate controlled. The 6 AR would have been entitled to a 2 hex advance but must stop because its before 12 PM and its a Camp Hex.



The next Close Combat has 12 MI-a issuing its Defensive Fire against 7 AR. We begin on the 8 Fire Column and drop to the 5 Fire column because 7 AR is in the Woods. The roll is a '46', giving us a yellow box of 0 / green box 1-4 result. 7 AR has a printed CR of 2 that drops to 1 because it is unsupported in the Woods and then down to 0 because it has a Shaken marker. But "Confederate Surprise" raises the regiment's CR back to 1, so 7 AR just barely escapes a Tough test result. Checking the green Routine Fire table, a dice roll of '61' indicates a Depletion but no Skedaddle (retreat) result; 7 AR flips (retaining its Shaken marker) and remains in place.

Since the Confederate player announced the Close Combat, it must still occur if still possible. Thus a Battleworn and Shaken 7 AR has to continue the charge! The initial CC Column is a 6 (printed strength of 7 minus 1 for being Shaken). Odds are 6 SP's to 8 SP's, so no odds change. Then it shifts -1 Left to the 5 CC Column because the defending Union regiment actually has a better CR than the attacking Confederate regiment (1 to 0). Checking weapon types, both units have smoothbores so no weapons effect. There are no Terrain adjustments, either. The Confederate player knows he needs to roll high to have a good chance here. The dice are tossed and they settle at '13', another low roll. While this result indicates no effect, Close Combat always continues to the CC Cohesion Test table (a "Close Fight" in this case). Roll again and we get a '46'. The red die indicates no loss to either side, while the 6 white die tells us that the defender takes a Morale Hit (MH) and must retreat 2 hexes. The Union player places a Shaken marker on 12 MI-a and retreats it back to hex 2121. 7 AR must advance ("Confederate Surprise" again), so it enters the vacated defending hex 2322 (placing a Confederate Camp control marker).

Overall, the Confederate player is satisfied with the above CC results. He places “Hardee” back into the cup because he still has another Brigade to activate in his Division.



“Withers” is the next chit drawn. He doesn’t have to roll because we are operating under “Confederate Surprise”. “Withers” only has Gladden’s Brigade left to activate because Chalmers’ Brigade was previously canceled by “Fortunes-of-War”. Should Gladden be given a Maneuver Order to get closer to the enemy line, or should Gladden receive an Attack Order to have the Brigade’s right flank Engage Miller? Without Chalmers’ able to provide support this Turn, the Confederate player decides upon Maneuver. This gives each regiment in the Brigade 8 MP’s, but they cannot Engage (move adjacent) any Union unit.

NOTE: Since it is not yet 10 AM, any Brigade utilizing a Maneuver Order cannot designate March Column for its movement. The regiments of Gladden’s Brigade moves as follows: 26 AL to 2620 (6 MP’s, 1 for the Road hex, 2 for the Woods hex, and 3 for the Woods hex with a Dot); 21 AL to 2621 (7 MP’s); 22 AL to 2521 (7 MP’s) NOTE: When overstacking in a hex while utilizing a Trail or Road, Infantry units ignore the Trail/Road and pay the normal cost of the hex; 25 AL to 2523 (8 MP’s); and 1 LA to 2719 (4 MP’s). “Withers” is set aside till next turn since he has no further Brigades to activate this turn.



Next, it’s “Prentiss” who is drawn again. He auto fails his Activation check because his “Surprise” rating is 0. Miller’s Brigade is eligible for a Fall Back! Order, but the Union player wants to hold his ground (defend the Camp hexes and his two Batteries) so instead he opts for a Limited Activation. Since no unit in Miller’s Brigade has a valid shot, the Brigade does nothing. “Prentiss” stays out of the cup until next turn since he has no more Brigades to activate.



Lastly, “Hardee” comes up again. The Confederate player doesn’t have to roll for activation since we’re under “Confederate Surprise”. Thus, Hardee chooses a Maneuver

Order for Woods’ Brigade. The regiments move as follows: 55 TN and 3 MS Bn both move to hex 2024 (8 MP’s); 27 TN to 2125 (7 MP’s); 16 AL and 44 TN both move to 2224 (8 MP’s); and 8 AR and 9 AR bn to hex 2323 (8 MP’s).

There are no more chits in the cup so the CHIT DRAW PHASE for this turn is at an end.

Looking back, the Confederate player now thinks he perhaps should have attacked with Gladden’s Brigade to take advantage of “Confederate Surprise” (which he will also get next turn, 8:30 AM). Chalmers not activating was a definite hindrance, but there are still two turns left to play in the scenario. The Union player reflects upon Miller’s Brigade, noting that it is in danger of being outflanked by

the onrushing Rebels; a Fall Back! Order, instead of just staying in place, would have probably been wiser. We’ll have to wait and see how the chits come out of the cup next turn.



END TURN PHASE: We check for Wrecked Brigade status, but no Brigade is Wrecked at this early stage. Neither player is holding any event chits. There are no Victory Points to

award during this scenario, only after play is completed. Union 16 WI-b slides from the 1 box on the Broken Track to the Available Box. Units in the Available Box are available to rejoin the fray under a Rebuild Order (unlikely in this scenario, however). Both sides gather their event chits and then the Game Turn marker is advanced to the 8:30 AM box. Looking at the scenario, we see that no reinforcements or chit activities are scheduled to occur 8:30 AM.

CONCLUSION: This ends the first turn and also concludes the tutorial. If you setup the game and followed along, you can now continue the scenario to see how it turns out...

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