

SHILOH: 1862

INTRODUCTION

Shiloh 1862 replays the great battle fought in Tennessee between Union (USA) and Confederate (CSA) forces in April 1862. The map depicts the historical battlefield, divided into areas. Military forces are represented by blocks which provide elegant mechanics for Fog of War and Step Reduction. A self-adhesive label must be attached to each block; blue (USA) labels on blue blocks, and butternut (CSA) labels on gray blocks.

GAME EQUIPMENT

- Game Map
- 100 blocks (60 blue, 40 gray)
- Label sheet (for blocks)
- Order of Battle Cards (2)
- Dice (4)
- These rules

1.0 DEPLOYMENT

The Battle of Shiloh was fought over two consecutive days, ending with a USA victory. The game can end after the first day, or require a second day of fighting. Both days begin with the 7AM turn, and end after the 6PM turn.

1.1 ORDERS OF BATTLE (OB)

USA Player deploys first. Division headquarters (DHQs) must be deployed in their camp areas. Other blocks of the same division may stack in any area *within command range* (5.21) subject to a maximum of **two (2)** blocks per area.

CSA player deploys second. Corps Headquarters (CHQs) and Army Headquarters (AHQs) must be deployed in their camp areas. Other blocks of the same corps may stack in any area within *Command Range* (5.21) as desired, subject to normal stacking, Clear 6 and Woods 4.

Important: Most blocks start at full strength, but not all HQs. Their starting strength is shown on the OB cards.

2.0 GAME TURNS

Shiloh 1862 is played in Game Turns that simulate one hour of real time. Each Game Turn has four distinct phases: INITIATIVE, MOVEMENT, BATTLES, and SUPPLY.

2.1 INITIATIVE

To start each Game Turn, both players roll two six-sided dice (2d6). High total is Player 1 for this Game Turn. CSA win ties on Day 1; USA win ties on Day 2.

Exception: CSA is always Player 1 on the 7AM turn of Day 1 (no roll), and the USA is always Player 1 on the 7AM turn of Day 2 (no roll).

2.2 MOVEMENT

Player 1 goes first, then Player 2. Battles are fought **after both** players have moved.

2.21 COMMAND: Activate any/all friendly HQs for command, by turning them face-up in their **current** area.

2.22 MOVE any/all *friendly* blocks that are located within Command Range of an active HQ. Blocks can move from one area to adjacent areas. There is a move limit for each different border terrain. After movement is complete, active HQs are reduced one (1) step and can then move normally.

2.3 BATTLES

Battles are fought between opposing blocks in the *same* area. They are fought one at a time in any sequence determined by Player 1. The first round of combat is **mandatory**. The attacker for each battle **must** win by the end of round 3, or retreat **during** round 4.

2.4 SUPPLY

After all battles are resolved, both players get three (3) Supply Points (SP). Each player can build steps (1SP each) on friendly blocks, including HQs. A maximum of 2SP can be spent per area, but never more than one (1) step per block.

2.5 VICTORY

If this is the end of the 6PM turn, determine if either player has sufficient Victory Points (VPs) to win. Otherwise, play the Night Turn and then Day 2.

Rulebook Organization

This rulebook is formatted so that the sidebar (right column) contains definitions, examples, design notes, optional rules, and suggestions to help you understand and enjoy the game. Please read the whole rules twice, then play.

Living Rules

We maintain the latest rules for this game on our website for free download:

www.columbiagames.com/shiloh

Game Scale

All blocks represent *brigades*, or 2-3 artillery *batteries*. Each step is roughly 800 infantry, 200 cavalry, or 6 guns.

Fog of War

Fog of War is a great feature of all block games. Except in combat, the blocks stand upright, their label facing the owner. This promotes bluff and innovative strategies because players are never sure of the strength or identity of an enemy block. Like all successful generals, you must be bold and decisive in an atmosphere of doubt and deception.

Random Initiative

Random initiative simulates the uncertainty of battle. Player 1 moves first and controls battle sequence. Player 2 can react to enemy movement, and gets a double turn if he becomes Player 1 next Game Turn. Getting two turns in a row can upset the best of enemy plans. Coping with the chaos this system can produce on a battlefield is more realistic than fixed alternating turns.

[] Planned Initiative (optional)

Use a marker to indicate who has the initiative. Every Game Turn, the player holding the marker chooses whether to be Player 1 or Player 2. If Player 1 is chosen, then the marker is given to the *other player* for next Game Turn, but if Player 2 is chosen, the marker is kept. The CSA start Day 1 with the marker; the USA start Day 2 with the marker.

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3.0 MAP

3.1 AREAS

The map is divided into **Areas** which govern the location and movement of blocks. Areas are separated by borders which restrict movement.

USA player sits along the east edge of the Map (*Tennessee River*), the CSA player along the west edge.

3.2 TERRAIN

Movement, Combat, and Stacking are affected by terrain. Applicable terrain is that which predominates in an Area or Border. If ambiguous, always use the worst terrain. Terrain effects are summarized in the TERRAIN EFFECTS table (back cover).

Border terrain can differ from Area Terrain. For example, a Woods area can have one or more Clear borders.

3.3 TERRAIN LIMITS

3.31 Stacking Limits

Stacking is the maximum number of blocks that can occupy an area. It varies by terrain. See: TERRAIN EFFECTS (back page).

Stacking Limits apply to all blocks, including HQs. These limits can be ignored during movement, but apply at the **end** of the movement phase.

Stacking Limits apply for Battles, except both players can have the same stacking limit. That is, both players can have six (6) blocks in a clear terrain battle.

3.32 Move Limits

Terrain restricts the number of blocks that may cross **each** border per *Movement Phase*. These limits are noted on the TERRAIN EFFECTS table.

3.33 Battle Limits

Battle limits apply when entering an area containing *enemy* blocks, and when retreating or regrouping. Battle limits are more restrictive than move limits. See: TERRAIN EFFECTS table.

3.34 Area Terrain

Area terrain controls stacking.

CLEAR: fields of corn, cotton, wheat, and pasture. STACK 6.

WOODS are mostly light and relatively brush free. STACK 4

3.35 Border Terrain

CLEAR: Move 6/3.

WOODS: Move 4/2. **Orchards** are treated as Woods.

CREEKS: (Lick & Owl) are impassable, except 2/1 at Fords and Bridges.

STREAMS: Move 2/1, except 4/2 at Fords and Bridges.

SLOPES: Move 4/2 *downhill*, and 2/1 *uphill*. The top of a Slope is indicated by the dark line.

RAVINE: Move 2/1. Defined as two slopes with a stream between them. Attacking blocks have a firepower penalty of -1 (C2=C1) for their first Battle Round. This can result in firepower 0 (no roll). Reinforcing blocks (5.5) have this fire penalty on battle round 2.

MARSH: Move 1/0 (no attacks).

3.36 Multiple Terrain

When crossing a border with two or more terrain types such as Woods+Slope, or Slope+River, the **worst** terrain type applies. Hence, Woods+Ford limits are 4/2, but Woods+Stream limits are 2/1.

3.4 ROADS

Roads do not alter terrain; a slope traversed by a road is still a slope. Roads are **essential** for artillery movement, and allow other forces to move two areas. See: 5.31.

3.5 CAMPS

Five USA division camps, and three CSA corps camps are shown on the map. These are used for initial deployment (see 1.0) and for bonus CSA supply (see: 7.2).

3.6 OFF-BOARD MOVEMENT

Blocks that retreat or move offboard, cannot return to the game. They are considered to be "shattered brigades" and count against their owner for Victory Points.

Shiloh & Gettysburg

Gettysburg is today the most famous of American Civil war battles, but this was not always true. For at least twenty years after the war, Shiloh was the more famous battle because there were more casualties at Shiloh than the total of all previous American wars. Generals like Grant, Sherman, Buell, and Beauregard fought a postwar battle of words to justify their actions and protect their reputations. Location and Lincoln's Gettysburg Address transformed Gettysburg into the premier battle of the war.

SHILOH TERRAIN

Woods

The game map appears less wooded than many battlefield maps. This is because much of the forested area in 1862 was *open woods*. The natural, old growth deciduous trees did not promote thick woods or dense undergrowth, and the settlers harvested timber and grazed livestock in the woods. These practices ceased when the battlefield became a National Park in 1894 and nearly all the current woods are dense second growth timber. Finally, the season (early April) kept foliage and crops to a minimum, although famously, the peach trees were just in bloom. It would have been impossible to fight a battle of this size in the thick woods often depicted for Shiloh.

Rivers & Streams

The water in all Shiloh streams was very high at the date of the battle, mostly due to heavy Spring rains. Lick and Owl creeks were unfordable except where shown. The battlefield, with the deep Tennessee River in the USA rear was a place from which retreat was difficult. Why a large Union army was encamped there with no defensive works has always been a wonder. Sherman is the man most responsible and it nearly cost him his career and life.

Dill Branch

This stream flowed into the Tennessee River through a deep, timbered ravine. The stream was a formidable obstacle along its entire length. The two USA gunboats shelled CSA troops crossing this stream late in Day 1. Dill Branch is a ravine. Border limits are 2/1 and a firepower penalty of -1 applies.

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4.0 BLOCKS

The blocks represent USA (blue) and CSA (gray) forces. One sheet of die-cut labels is included. One label must be attached to each block, blue on the blue blocks, and butternut on the gray blocks. Lightly position each label, ensure it is straight, then press firmly.

4.1 BLOCK DATA

4.11 Block Strength

The current strength of a block is the number on the top edge when the block is standing upright. Strength determines how many six-sided dice (d6) are thrown for a block in combat. For a block at strength 3, roll 3d6 (three six-sided dice).

4.12 Step Reduction

Blocks can have a maximum strength of 3, 2, or 1. HQs and gunboats have a zero (0) step. For each hit taken in combat, the block's current strength is reduced by rotating the block 90 degrees counter-clockwise. See sidebar.

4.13 Firepower

Firepower is a letter and number such as A1 or C2. The letter determines *when* a block fires, the number is the *maximum* roll that scores a hit in combat.

Example: a block rated C1 scores a hit for each "1" rolled, and one rated C3 scores a hit for each 1, 2, or 3 rolled.

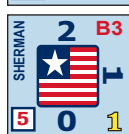
4.2 BLOCK TYPES

4.21 Headquarters (HQs)

HQs represent a general, headquarters staff, couriers, and an escort guard of 50-100 men. They are treated like other



blocks for movement, combat, and supply, except they have a unique command ability.



USA have two (2) army HQs (AHQs), GRANT and BUELL, and nine (9) division HQs (DHQs). SHERMAN is acting AHQ until GRANT appears.



CSA have two (2) AHQs (JOHNSTON and BEAUREGARD) and four (4) corps HQs (CHQs). JOHNSTON and POLK (senior corps commander) are shown.



Note: the yellow numbers, bottom right of HQs, are Command Range.

4.22 Infantry



Blocks with a crossed rifle-musket symbol. They represent brigades of 1500 to 3000 men.

4.23 Cavalry



Blocks with a crossed saber symbol. They represent battalions of 200 to 600.

Cavalry may Retreat on Round 1, and have

advantages for pursuit fire.

Historical Note: Cavalry at Shiloh were widely dispersed and rarely concentrated in groups large enough to rate even one step. We have chosen to collect the troopers into their official larger battalions so that cavalry can be included.

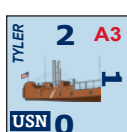
4.24 Artillery



Blocks with a crossed gun barrel symbol. They represent 2-4 batteries, Artillery must always move

along roads, and can only *attack, retreat, or regroup* via a road border (ford/bridge OK). The firepower given is for *defense*. When attacking, artillery firepower is -1 (A2=A1) in their *first* battle round.

4.25 Gunboats



The USA has two gunboats (timberclads) that treat the *Tennessee River* as one area. They can only ever occupy the river area. They have

firepower of A3 and can attack CSA blocks located in any of the four riverfront areas (the three landings plus Haggy Field). They can attack on their own or in conjunction with other Union blocks.

Gunboats attack without command, but are reduced by one (1) step after each round of combat in which they fire. They cannot fire at 0 strength (0). No CSA blocks, not even artillery, can ever fire at gunboats. All CSA blocks can retreat normally when attacked by gunboats. Gunboat fire cannot eliminate CSA blocks. Thus, strength 1 blocks (and 0 strength HQs) cannot take any additional hits from gunboat fire.

Supply Points can rebuild a gunboat normally, 1SP per step.

BLOCK TYPES

Block	CSA	US-TN	US-OH
HQs	6	7	4
Infantry	16	19	8
Cavalry	5	6	0
Artillery	8	7	2
Gunboats	0	2	0
TOTAL	35	41	14

US-TN: *Army of the Tennessee*

US-OH: *Army of the Ohio*

Note: both sides also have three (3) *Fallen* leader HQs not counted above.

[] CSA Pond Brigade (optional)

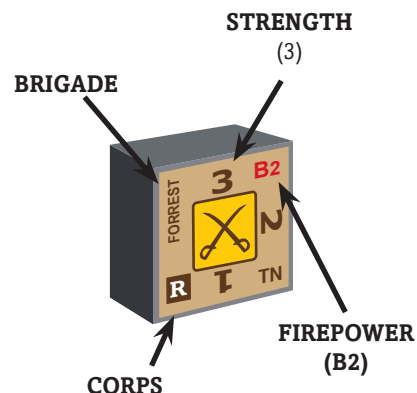
Pond's brigade in Bragg's 2nd Corps wore blue uniforms at Shiloh. Several times during the battle they were fired on by friendly troops. CSA blocks in a battle that includes Pond, score one *friendly* hit on Pond with a firing roll of 6. Pond cannot take more than one friendly fire hit per battle and cannot be eliminated by friendly fire.

Combat Ratings

Sweeny, a US brigade, always has a firepower of C4 but its strength can be 3, 2, or 1.

STEP REDUCTION

The current strength of a block is the number on the top edge when the block is standing upright. For each hit taken in combat, strength is reduced by rotating the block 90 degrees counter-clockwise. The diagram below shows the same block at 3-2-1 strength.



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5.0 MOVE PHASE

5.1 AREA CONTROL

Area control is determined by the current location of blocks and is important for command, retreats, and regroup. Areas can either be *Friendly*, *Enemy*, *Contested*, or *Vacant*:

Friendly areas contain *only* one or more friendly blocks.

Enemy areas are those *friendly* to the enemy player.

Contested areas contain blocks of both players, awaiting battle resolution. They are *friendly* to neither player.

Vacant areas are *neutral*, meaning controlled by neither player.

Important: *Changes to area control are effective immediately. Friendly areas become immediately neutral when left vacant. Similarly, attacking an enemy area immediately converts it to contested status.*

5.2 COMMAND

The first action in a Player Turn is to activate (turn face-up) as many HQs as desired. HQs command the movement of other blocks.

All inactive HQs can move, but cannot then activate. That is, HQs do **not** need command to move.

After commanding movement, each **active HQ** is reduced one (1) step, and can then move normally. HQs at zero (0) strength cannot activate, but can move, and even attack or reinforce.

HQs in a battle cannot activate. They can move normally if not pinned.

Any block can move normally (but not attack or reinforce) without command, subject to a die roll for stragglers:

- 1-3 lose one step; elimination possible
- 4-6 no loss

5.21 Command Range (CR)

All HQs have a command range (CR), either 1 or 2, noted on the bottom right with a yellow number. HQs with CR1 may command in the same or adjacent areas. HQs with CR2 command within two areas. CR can be traced through *friendly* or *vacant* areas, but **not** through *enemy* or *contested* areas nor through **impassable** borders.

Army HQs do not command like other HQs. They command **any three (3)** blocks within their CR.

Example: *GRANT can command any three (3) blocks of the Army of the Tennessee within CR2. These blocks can move, attack, reinforce, or use road movement normally.*

DHQ SHERMAN functions as temporary AHQ until GRANT arrives at 9AM, day 1. He can be activated as DHQ or AHQ, but not both in the same command phase.

5.22 Command Integrity

HQs may **only** command blocks from their own division or corps.

Exception: *any HQ may command any friendly block located in the same area to move or attack.*

5.23 Mixed Command

If two HQs are in the **same area**, one HQ may command all blocks in that area to move, but cannot **attack or reinforce** with blocks of the other HQ. Both HQs can be activated in the same area, but both lose one step.

USA GRANT may not command *Army of the Ohio* troops, nor can BUELL command *Army of the Tennessee* troops, except when one of these AHQs is eliminated.

5.3 MOVEMENT

Players are never compelled to Move. They can do nothing if desired. Blocks only move once per Player Turn, except to Retreat or Regroup.

Except as noted under 5.31, blocks only move from one area to adjacent areas. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

All movement must be completed before the BATTLE PHASE starts.

5.31 Road Movement

Blocks starting in a road area may move two areas along a road. Move limits are **not** changed by roads. Blocks cannot move between two separate roads in the same area. Blocks using road movement may pass freely through *friendly* or *vacant* areas, but not through *enemy* or *contested* areas.

Important: *Blocks can never attack, reinforce, retreat, or regroup using road movement.*

COMMAND SENIORITY

USA: Army of the Tennessee

Grant, MG Feb/62

Sherman, BG May 17/61

McClernand, BG May 17/61

Prentiss, BG May 17/61

Hurlbut, BG June 14/61

Wallace, L., BG Sep 3/61

Wallace, W., BG Mar 21/62

Note: As the only regular army Brigadier General (BG), Sherman was the most senior division commander at Shiloh. McClernand and Lew Wallace were promoted to Major General (MG) on March 21/62, but news of this was not received until after Shiloh. Sherman made MG on May 1/62.

USA: Army of the Ohio

Buell, MG Mar/62

McCook, BG Sep 3/61

Nelson, BG Sep 16/61

Crittenden, BG Sep 16/61

CSA: Army of Mississippi

Johnston, General May 30/61

Beauregard, General July 21/61

Polk, MG Jun 25/61

Bragg, MG Sep 12/61

Hardee, MG Oct 7/61

Breckinridge, BG Nov 2/61

Note: The CSA has two Army HQs. Johnston has a lesser CR, but is better in combat (B3).

Command & Move (example)

Sherman, located in his own camp (Shiloh Church) can command **any blocks** located in this area, and any 5th division blocks located in all adjacent areas, such as *Crescent Field*, *Ben Howell Field*, *Thomil Field*, *Rea Field*, etc. If functioning as Army HQ, Sherman may **instead** command **any 3** USA blocks within his command range. After commanding movement, the Sherman HQ is reduced one step and can, if desired, now move normally.

CSA Divisions

The CSA did have four division HQs at Shiloh, but two corps (3rd and Reserve) had none and all Corps HQs had the more prominent battle role. For game balance and ease of play we have chosen to give the CSA only their Corps HQs.

[] Frontline Limits (optional)

Frontline areas are those adjacent to *enemy* blocks, even if that area is *contested* or *friendly*. Moving troops in *frontline* areas was never easy. For blocks that start their turn **within** a *frontline* area, battle limits apply to exit a *frontline* area in any direction. In addition, blocks can never use **road movement** to exit a *frontline* area. Moves **into** *frontline* areas, have normal move limits, and road movement is permitted.

5.4 PINNING

Attacking blocks prevent an *equal* number of defending blocks from moving. The defender chooses which blocks are pinned. Unpinned blocks may leave the battle, *but* not via any *border* used by the enemy to attack; they cannot attack or reinforce this turn.

5.5 PLAYER 2 MOVEMENT

Player 2 can activate any HQs to command *unpinned* blocks to move. Options are:

Move blocks one area normally, or two areas by road. Move Limits apply.

Attack an enemy area. Battles are resolved normally. Battle limits apply.

Reinforce *Contested* areas as Defender. These blocks are *Reserves* (6.5). Battle limits apply.

5.6 OFFBOARD ARRIVALS

Blocks arriving from offboard at specific times deploy in the entry area noted on the OB card and then move normally. If this entry area is *enemy*, they can delay arrival indefinitely, or attack into the entry area with an battle limit of 3. If the battle is won by the entering player, all arriving blocks deploy in the area and can now *regroup* normally. If the battle is lost, the arriving blocks must retreat offboard and are eliminated. The *Army of the Ohio* has special arrival rules, see 9.1.

5.61 Lew Wallace

The USA 3rd division, commanded by Lew Wallace can arrive at one of two locations and times. At 3PM, the USA player can elect to bring this division into play on Road "D", or pass and bring the division on road "E" at 5PM.

Commentary: *Wallace was deployed six miles north of Pittsburg Landing. When ordered by Grant to come to the battle, he marched to enter on Sherman's flank via road "D", a maneuver he had already practiced. Grant thought Wallace would arrive by road "E" and, when that did not happen, he sent a courier to find him. The courier ordered Wallace to counter march, which delayed his arrival. Grant made Wallace a scapegoat for the near USA defeat. For the rest of his life, Wallace fought to clear his name. He never quite managed it, but he did write Ben Hur.*

6.0 BATTLES

6.1 ATTACKING

Blocks entering an *enemy* area are *attacking*; the enemy blocks are *defending*.

Blocks may *attack* or *reinforce* from multiple areas subject to *command* (5.2), *stacking* (3.31), and *battle limits* (3.33).

Note: The USA *Webster* siege artillery cannot *attack* or *reinforce*, nor can it *retreat* or *regroup*. It can otherwise move and defend normally.

6.2 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines battle sequence. Reveal blocks in the first battle by tipping them forward at current *strength*. After that battle is completed, stand all blocks upright, *regroup* (6.8) as desired, then Player 1 selects the next battle.

6.3 BATTLE ROUNDS

All battles are fought over four rounds or less. **The first round is mandatory** (except for Cavalry), but blocks can retreat in later rounds. The attacker *must* retreat in round 4 if the battle continues past round 3. See 6.73.

6.4 BATTLE TURNS

Each block has one battle turn per battle round. In its turn, a block may *either Fire, Retreat, or Pass*. Retreat is not allowed in round 1, except for Cavalry. The sequence of turns depends on firepower ratings. "A" blocks go before "B" blocks, then "C" blocks. With the same letter code, the defender goes first. See sidebar.

6.5 BATTLE RESERVES

Blocks moved by *Player 2* that reinforce a battle started by *Player 1* are *Reserves*.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed and arrive at the start of round 2 to take normal turns.

If all defending blocks are eliminated in round 1, the attacker is now the defender for the rest of the battle. This affects firing order and changes who must retreat in the 4th round.

Reinforcing artillery have -1 firepower in their first battle round (round 2). They are normal in later rounds.

Battle Sequence

The sequence of fighting battles is determined by Player 1 and changes to area control are effective immediately. Consider the effect of being Player 1 and attacking an enemy group with just one block. This may not pin all enemy blocks in that area, but it *will deny retreats or regroup*s into that area until this battle is resolved. Player 2 can also use this tactic to restrict attacker retreats, but the effect is less certain since Player 1 controls battle sequence.

Battle Turn Example

The USA defends a *Clear* area with 4 blocks: A2 Artillery, B3 SHERMAN DHQ, C2 and C3 Infantry. The CSA attacks with 5 blocks: C3 and C2 Infantry (via *Woods* border); A2 Artillery, B1 Cavalry, and B1 BRAGG HQ (via *Clear* border). The sequence of battle turns per battle round:

1. USA A2 Artillery (A2 defense)
2. CSA A2 Artillery (A1 offense) ¹
3. USA B3 Sherman DHQ
4. CSA B1 Cavalry
5. CSA B1 Bragg CHQ ²
6. USA C2 Infantry
7. USA C3 Infantry
8. CSA C2 Infantry
9. CSA C3 Infantry

¹ In round 2, CSA artillery is A2.

² Blocks within a single letter code, such as the two attacking *B* blocks, can fire in any order.

Battle Reserves Example

CSA attacks Rea Field with infantry C3 (*Cleburne*) and artillery A2 (*Shoup*) from Seay Field via the ford. USA has infantry C2 (*Hildebrand*) defending, but reinforces with infantry C2 (*Peabody*) and artillery A2 (*Munch*) from the woods to the east. These two blocks are *reserves*. The CSA blocks eliminate *Hildebrand* in round 1, so they are the defenders of Rea Field in round 2. Reinforcing artillery (*Munch*) is A1 in round 2 and A2 in round 3.

[] Flanking (optional)

When attacking via two or more borders, one border (attacker choice) must be declared the *Main Attack*. Blocks crossing all other borders are placed in *Reserve*. Reserve blocks are delayed one round but have +1 firepower (C2=C3) on their first battle round *only*. This *flank* attack bonus does *not* apply if the main attack blocks are eliminated in round 1.

Flanking rules also apply when Player 2 is attacking or reinforcing. Main reinforcements arrive in round 2 and flank reinforcements arrive in round 3.

This rule simulates the difficulty of coordinating separated attacks in the American Civil War, but gives a bonus for the surprise effect of outflanking.

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6.6 BATTLE HITS

Each block in its battle turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: A brigade with three steps rolls 3 dice. If it has C3 combat, rolls of 1, 2, 3 are hits.

Enemy blocks **cannot** be targeted. **Each hit** is applied **separately** to the **strongest** enemy block at that **instant**. When two or more blocks share the highest strength, the owner chooses which to reduce. Blocks at their lowest strength are eliminated if they take one more hit.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

6.7 RETREATS

Each block may retreat in its battle turn (instead of firing). Blocks can **not** retreat on round 1, except cavalry. Blocks that cannot retreat when required are eliminated.

6.71 Retreat Limits

Battle limits (3.33) apply to retreating blocks **each** Battle Round. Blocks can never retreat to **enemy** or **contested** areas.

6.72 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Blocks must retreat via borders used to attack **or** **friendly** adjacent area(s) via **any** border.

6.73 Pursuit Fire

When a battle lasts into a 4th round, attacking blocks **must retreat** on their normal battle turn. Defending blocks can fire on their battle turn, but have -1 firepower, except cavalry fire as normal.

Example: *Attacker has Artillery A2 and Infantry C2. Defender has Cavalry B1 and Infantry C3. Round 4, the attackers must retreat. Sequence:*

Attacker Artillery retreats (no fire)

Defender Cavalry fires B1 (normal)

Defender Infantry fires C2 (-1)

Attacker Infantry retreats.

6.74 Defender Retreats

Defending blocks can retreat on their battle turn starting Round 2. Retreat is made to any adjacent areas, **friendly** or **vacant**, except never via any borders used by the **attacker** to start the battle.

6.75 Overstacked Retreats

Blocks can retreat into fully stacked areas subject to disruption. Such blocks lose one (1) step (elimination possible) and **must immediately** move to an adjacent friendly or vacant, *understacked* area (or suffer elimination).

6.8 REGROUPS

When a battle ends the **victor** may **regroup**. All victorious blocks (including any in Reserve) **can** move to any adjacent area(s) that are **friendly** or **vacant**.

Important: *Battle limits (3.33) apply to regroups.*

6.9 ELIMINATED BLOCKS

Blocks are permanently eliminated. Place them off-board and face-up to be counted as Victory Points (VPs).

6.91 HQ Elimination

HQs can be eliminated, if they are at zero strength and take one more hit. The enemy player gets a **Fallen HQ** as a victory point, and the eliminated HQ is rebuilt at strength zero (0) with any block in their division or corps in the next SUPPLY PHASE.

Exception: *If all blocks in a division or corps have been eliminated, their HQ is never rebuilt.*

Although the same HQ block is reused, it represents **another** leader. Maximum strength is now 1, and firepower is B1. If the HQ is eliminated again, repeat the process with another fallen HQ marker for the victory point.

AHQs are **not** replaced if they fall. Instead, the senior HQ (see sidebar, p4) on the field assumes Army command. Hence, should GRANT fall, SHERMAN would be AHQ unless BUELL is on the field. Such AHQs can be activated to command their own forces, **or** to command as AHQ, but never both at the same time. Fallen AHQs are counted as VPs.

The CSA has two Army HQs that start the game. If one falls, that AHQ is never replaced. If both AHQs fall, the senior CHQ (Polk) assumes Army command.

Battle Hits Example

USA 3-step block rolls two hits against two CSA blocks, one 2-step and one 3-step. The first hit **must** be taken on the 3-step CSA block because it has the most steps. The CSA player may apply the second hit to either block because they both now have two steps.

Retreats & Regroups

Area control applies at the instant of retreat or regroup. Player 1 chooses the sequence of battle resolution. Movement, retreats and regroups in one battle may change available retreats for later battles.

Artillery Ratings

Artillery blocks are generally rated A2 to reflect their superior combat range - they fire first. One USA block (Myers) is rated B2 (poor) and another is rated A3 (heavy siege guns).

Artillery Range

Sight lines on the battlefield rarely exceeded 200 yards. This had minimal effect on infantry and cavalry, but did severely impact long range artillery and general fog of war. We chose to limit artillery only to short range fire.

Firepower Penalties

Where terrain or pursuit reduces firepower of a block by -1, blocks at firepower A1, B1, or C1 cannot fire. This applies only for the 1st round (terrain) or 4th round (pursuit).

Retreat Borders

Attacking through a border makes that border available for retreats for **any** attacking blocks (though not into enemy or contested areas). It is not necessary to remember the exact border each block used to enter the battle.

If the retreat destination is **friendly**, attacking blocks can retreat there regardless of border usage.

Because reinforcing blocks arrive as defenders, they retreat like defenders via borders **not** used by the attacker (but not into enemy or contested areas).

Remember that battle limits apply **per round** so that it is possible to extricate an army over time - if it survives long enough.

SHILOH: 1862

7.0 SUPPLY PHASE

7.1 SUPPLY POINTS

After all battles are resolved, both players get three (3) Supply Points (SP). Player 1 must use his SPs first.

Each 1SP adds one step to a friendly block, including an HQ. A maximum of 2SP can be spent per area, and one (1) step per block. Any unused SPs are forfeit.

7.2 CAMP SUPPLY

When each USA camp is **first** captured (made Friendly), the CSA player gets a **+2SP** bonus that SUPPLY TURN. These bonus steps are used normally, and forfeit if not expended.

The USA does not gain SP for recapturing a camp.

8.0 VICTORY

Victory Points (VP) are scored only for destroying **enemy** blocks. When the final hour (6PM) of **each day** is played, determine the net **difference** in eliminated blocks.

Day 1: Either player requires 10+ for a victory. Otherwise play Day 2.

Day 2: Either player requires 1+ for a victory. USA wins tie result.

Example: CSA has lost 6 blocks, and the USA has lost 12. This is a difference of $12 - 6 = 6$ (CSA +6). Day 2 is played. The same result after Day 2 is a CSA victory.

9.0 DAY 2

9.1 ARMY OF THE OHIO

Army of the Ohio divisions are listed as entering at Pittsburg Landing, but can enter play in any of three landings: *Pittsburg Landing*, *Brown's Ferry*, or *Upper Landing*. The chosen landing must be **friendly** or **vacant**. Stacking applies so only four (4) blocks can be located at Brown's Ferry *after* all movement is done. Note that all HQs arrive at strength 1.

Nelson's division arrives at 6PM on Day 1. Deploy in landing of choice and move if desired with active HQ. AHQ Buell arrives with this division.

McCook's division arrives at night. Deploy in landing of choice and move if desired with active HQ during Night Turn.

Crittenden's division arrives at 7AM on Day 2. Deploy in landing of choice and move if desired with active HQ.

If all three landings are CSA friendly at the end of Day 1 (6PM). *Army of the Ohio* troops never arrive, even if the landings are later USA friendly or vacant.

9.2 NIGHT TURN

This special turn separates the two days of battle. Determine Initiative for the Night Turn normally, CSA win ties.

9.2.1 Night Movement

Activate HQs and move normally, except blocks cannot enter enemy areas.

9.2.2 Night Combat

There is no combat at night, except the two USA gunboats get **one** free fire (no step loss) at any CSA blocks in riverfront areas.

9.2.3 Night Supply

Each player receives 6SP. A maximum of 2SP can be spent per area, and one (1) step per block. Any unused SPs are forfeit.

9.3 DAY 2

9.3.1 Initiative: USA win ties.

9.3.2 Supply: Both sides retain 3SP, but the USA must spend at least 1SP on each army.

Supply Phase

This phase simulates a complex variety of battle effects, such as restocks of ammo, and the benefits of resting and rallying troops.

There is no concept of Supply Lines in these rules. One step can be added to any block anywhere, even if surrounded by enemy blocks.

Logistics

The USA depended on riverboats for supply and transport at Shiloh. There were over 170 riverboats, all controlled by the Army Quartermaster – the Navy provided only gunboat support. USA troops enjoyed a comfortable camp life, although a significant amount of supplies were kept aboard the riverboats due to lack of storage facilities ashore. During the battle, Pittsburg Landing was overwhelmed with riverboats ferrying Buell's troops, and ammunition boats could not keep up with the demand.

Shattered Brigades

No brigades were actually eliminated at Shiloh although several did surrender. Others had more than 50% losses, which effectively removed them from the battle. Blocks eliminated in game play are really “shattered brigades”.

Victory Points

Victory is based entirely on eliminated blocks because the battlefield had no strategic importance to either side. The CSA goal was to engage and destroy the *Army of the Tennessee* before it linked up with the *Army of the Ohio*. They failed to do that, but came very close.

Cover Art

The cover art for *Shiloh* was painted by noted Civil War artist Don Troiani.

SHILOH: 1862

DAY 2: Historical

USA: Army of the Tennessee
12 shattered blocks.

Grant 2, (*Pittsburg Landing*), Webster 2.
TYLER 1, LEXINGTON 1 (*Tennessee River*).

1. McClelland 1 (*Mulberry Field*),
Schwartz 2, Hare 2, Marsh 1, Stewart 1.

2. Wallace 0 (*The Crossroads*),
Cavender 2, McArthur 2, Sweeney
1, Powell 1. **Note:** CSA have *Fallen*
Wallace VP.

3. L. Wallace 1 (*Perry Field*),
Thompson 2, Smith 3, Thayer 3,
Whittlesey 3, Hayes 1.

4. Hurlbut 1 (*Cloud Field*),
Williams 2, Veatch 2, Lauman 1,
Taylor 1.

5. Sherman 1 (*Chambers Field*),
Taylor 1, Hildebrand 1, McDowell 1,
Dickey 1.

6. Prentiss: All shattered.

USA: Army of the Ohio

OH: Buell 1 (*Hornet's Nest*).

2. McCook 1 (*Stacy Field*), Terrill 1,
Rousseau 3, Kirk 3, Gibson 3.

4. Nelson 1, (*Sarah Bell's Field*),
Ammen 2, Hazen 2, Bruce 2.

5. Crittenden 1, (*Hornet's Nest*),
Mendenhall 2, Boyle 3, Smith 2.

CSA: Army of Mississippi
5 shattered blocks.

MS: Beauregard 1. (*Sherman's Camp*).
Johnston fallen (not replaced).

1. Polk 1 (*Road A*), Bankhead 1, Smith 1,
Russell 1, Stewart 2, Johnson 2,
Stephens 1.

2. Bragg 1 (*McClelland's Camp*),
Clanton 1, Ketchum 1, Gage 1,
Anderson 1, Pond 2, Chalmers 2,
Jackson 1.

3. Hardee 1 (*Prentiss' Camp*), Wharton 1,
Pillow 2, Shoup 1, Hindman 1, Wood 2.

Breckinridge 1 (*Barnes' Field*),
Cobb 2, Roberts 2, Trabue 2, Bowen 2,
Statham 2, Forrest 2, Adams 1.

1. Deploy **CSA** first with HQs in areas noted and other blocks within CR2. Strengths of blocks are given.
2. Deploy **USA** with HQs in areas noted and other blocks within CR1. Strengths of blocks are given.
3. **USA** has initiative 7AM and wins ties on later initiative rolls.

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GAME TURN

[1] INITIATIVE: 2d6

[2] PLAYER 1
Command
Move

[3] PLAYER 2
Command
Move

[4] BATTLES
Player 1 controls sequence

[4] SUPPLY
3SP per Game Turn
6SP for Night Turn

TERRAIN EFFECTS

TERRAIN	MOVE	BATTLE	STACK
CLEAR	6	3	6
WOODS	4	2	4
ORCHARD	4	2	•
BRIDGE/FORD	4	2	•
STREAM	2	1	•
SLOPE (Up)	2	1	•
SLOPE (Down)	4	2	•
RAVINE ¹	2	1	•
MARSH	1	0	•
LICK/OWL CREEK ²	2	1	•

¹ RAVINE: Attacking blocks have a firepower penalty of -1 (C2=C1) for their *first* Battle Round. This can result in firepower 0 (no roll). Reinforcing blocks (5.5) crossing Ravines have this fire penalty on battle round 2 (they cannot fire in round 1).

² Cross at Bridge/Ford only.