

BATTLE OF SHILOH: DAY ONE SCENARIO

STARTS: 0730 Turn

TWIGHLIGHT: 1800 Turn

It is recommended to visually distinguish which units belong to which parent formations. For our own game, we used small coloured stickers on the corner of each stand of miniatures to denote divisions or corps.

SPECIAL RULES

Turn one Combat Phase ONLY: Confederate units get Hard Charging and Aggressive traits for all units.

Turn one ONLY: Union Commands use the 'limiting initial ability to move' special rule.

Looting: If a Confederate brigade moves into a Union encampment it must spend the entire next available Combat or Support Phase within it looting.

Artillery: The Confederate artillery was attached to brigades, so there are no separate artillery stands, instead, all units have the Attached Artillery trait.

DEPLOYMENT



The above photo shows how we set-up the battlefield and armies. We only represented the initial line of Union encampments.

The Confederate deployment was representative, as it was an advance that changed constantly. On the photo, Bragg's corps has yellow dots, Hardee's green dots, and Polk's blue dots. The reserve corps has no stickers and sits behind with the Johnston's command stand. Note on the photo that several brigades are already within the 4" Engagement range to Engage regardless of their Control during turn one.

For the Union, we combined some divisions to create Commands that fitted the game flow better, rather than sticking to historical divisions. The first line is Sherman/ Prentiss (yellow), then McClelland (orange), then Hurlbut/Wallace (blue).

ORDER OF ARRIVALS

TURN 2 (0930) Grant's HQ stand (Army Commander) arrives at Pittsburgh Landing

Turn 5 (1400) Confederate cavalry

Turn 6 (1530) One gunboat, firing as an artillery unit. Measure from anywhere along top union half of the eastern table edge.

Turn 7 (1700) Union division of L Wallace (top centre road at far end of table) and a second gunboat.

Turn 7 (1700) Union division of Nelson (Pittsburgh Landing). Move these on from the landing these using the off-table arrival rules.

UNION ORBAT

GRANT CE4 – Army Commander

NELSON CE4

1 CE3 brigade
1 CE4 brigade
Both with attached artillery

SHERMAN/PRENTISS CE3

6 CE3 Brigades
2 Artillery

MCCLERNAND CE4

3 CE4 Brigades
1 Artillery

WALLACE/HURLBUT CE3

5 CE4 Brigades
1 CE3 Brigade
2 Artillery

L WALLACE CE3

3 CE4 Brigades
1 Artillery

CQ: 10

ENDEAVOUR: 11

ONE-THIRD: 9

CONFEDERATE ORBAT

JOHNSTON CE4 – Army Commander

CAVALRY:

2 Trained brigades (Army Command)

BRECKENRIDGE CE3 (Reserve Corps)

3 CE3 brigades
All with attached artillery

POLK CE3 (Corps with 2 Divisions)

3 CE4 brigades
1 CE3 brigade
All with attached artillery

BRAGG CE4 (Corps with 2 Divisions)

2 CE4 brigades
4 CE3 brigades
All with attached artillery

HARDEE CE3

3 CE3 brigades
All with attached artillery

CQ: 11

ENDEAVOUR: 9

ONE-THIRD: 6