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immersive experience of tactical American Civil War combat without a heavy rules load (please read the included standard Series Rulebook first).

The game can be enjoyed solitaire (play both sides as best you can), two-player (one Union/USA, one Confederate/CSA), or multi-player (with each participant taking one or more separate commands). Gameplay will include tense decision making, surprise, and variable strategies while also recreating a battlefield that accurately showcases the chaos of war.

Game Components

- 2 - 22x34 inch maps
- 1 - 15x19 inch scenario map
- 1 - 8.5x11 inch scenario map
- 1 - 11x11 inch scenario map
- 3 - 5/8 inch counter sheets (176 counters per sheet)
- 4 - 8.5x11 Player Aids
- 2 - 11x17 Player Aids
- 2 - Brigade Activation Displays
- 1 - Scenarios Special Rules Summary card (8.5x11)
- 1 - General Records Track
- 1 - Series Rulebook
- 1 - Exclusive Rulebook
- 1 - Scenario Rulebook
- 1 - Game Box (or zip bag)
- 2 - Six-sided Dice, one red and one white (boxed version only)

1.0 Introduction

Shiloh: The First Day is a simulation of maneuver and combat that occurred in the southwest portion of Tennessee on April 6, 1862. Union Major-General U.S. Grant was miles away when his ill-prepared Army of the Tennessee was mostly surprised by Confederate Major-General Albert Sidney Johnston and his Army of the Mississippi. Rebel commanders knew they needed to defeat Grant's army before it could link-up with Don Carlos Buell's Army of the Ohio; such a large Union force would create an indomitable enemy that they could not hope to properly deal with if they were to defend Tennessee and retake any portion of Kentucky. Confederate leaders back in Richmond were so concerned about events in the West (Grant had earlier captured Forts Henry and Donelson, while Buell had entered Nashville) that they stripped units from peripheral areas and sent them to Johnston. Both sides were plagued with major command and control issues during the engagement, and while the Confederates came close to victory on that fateful Sunday, Grant's resolve held firm. The subsequently combined Union armies would go on to easily defeat their Rebel counterparts on the following day, forcing the Confederates back some 22 miles to their base at Corinth.

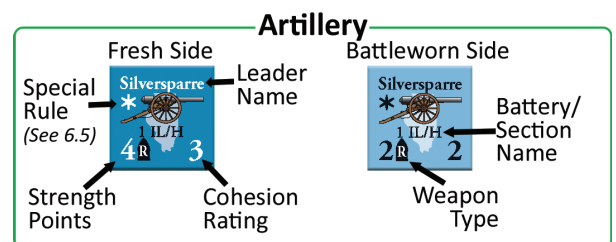
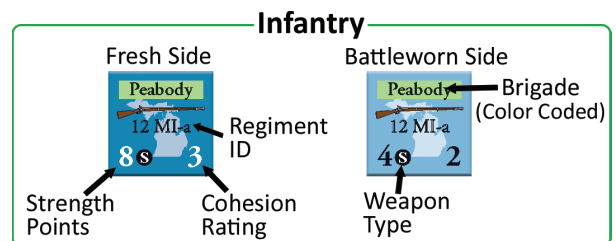
Design Note: This is a military battle game, as such there is no representation of the political, societal, or cultural climate of the specific time period, circa Spring 1862.

The game system is from Revolution's popular Blind Swords series that utilizes a chit-pull mechanic emphasizing the three "FOW's" of military conflict: Fog-of War, Friction-of-War, and Fortunes-of-War. Blind Swords features the

2.0 Terrain, Unit Counters, Markers & Chits

2.1 Unit ID & Organization: Unless otherwise noted, Infantry Regiments (or rarely Battalions) belong to a color-coded BRIGADE, with each Brigade belonging to a DIVISION (or in some cases, a CORPS and in one case Stuart being independent). Artillery (including Gunboats) has no color band designations because all Batteries are INDEPENDENT; they do not belong to any Brigade or Division. *Play Note: See 16.7 special rules for the colorless Independent Regiments of 15 IA, 16 IA, and 23 MO.*

Note: The terms "Battleworn" and "Depleted" are used interchangeably in these rules.





2.1a Cavalry Units: There are no Cavalry units in this game. *Historical Note:* Due to the inhospitable terrain, lack of doctrine, and other various assigned functions (flank guards, scouting, provost duties, ammunition delivery, etc.), Cavalry did not play a pivotal combat role at Shiloh on the first day. We do have several event chits to show the cavalry actions that did have battlefield importance.



2.1b Divided Regiments: Some of the largest Regiments are split into a and b units. Each half functions as a separate unit; there is no requirement to keep the two pieces together.



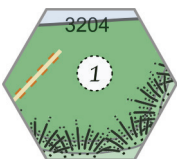
2.3 Brigade Activation Status Markers: Brigade Activation markers are provided to assist players with tracking which Brigades have been activated this turn (as shown on the reverse side of the markers). These Brigade Activation markers serve a dual purpose in Shiloh: The First Day, also helping to record Union Alert status for each Division and its Brigades; see 8.7. **IMPORTANT:** Unlike Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note:* Brigade Activation Display Cards are included to assist players in keeping their Brigade Activation markers organized.

2.9 Game Scale: Each map hex is approximately 150 yards across. Infantry units represent individual regiments (or battalions, and rarely companies) with each Strength Point being roughly equal to 50 effectives. For Artillery Batteries (or sections), one Strength Point usually equates to 1 gun. Each Game Turn approximates 30 minutes of real time.

2.10 Map Terrain Features: Various types of terrain are depicted on the map and are identified on the Terrain Key on the Player Aid.

Design Note: The Shiloh battlefield was mostly wooded with terrain that affected movement, combat, command, and Line-of-Sight (LOS). Also fought over were multiple open fields and rises. Several modifications to the standard Blind Swords system rules have been included to account for these factors. Please pay particular attention to these rules while referring to the included Terrain Effect Chart (TEC) on the player aid.

At various locations throughout the map, elevation numbers have been printed to aid the players with movement and Line-of-Sight (LOS).



For example, hex 3204 on Map A is Level 1, adjacent hex 3205 is Level 3, and hex 3105 adjacent to that is Level 4. **IMPORTANT:** The majority terrain (at least half the hex) is

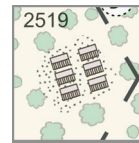
considered to fill the entire hex (this can affect LOS and Obscured fire), except for Partial River hexes (3.1c).



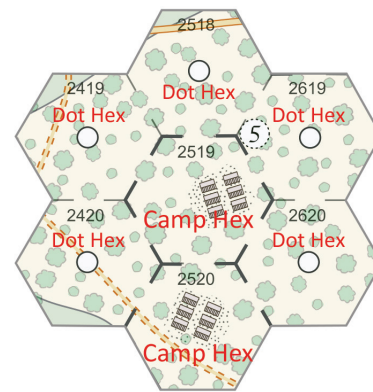
Bridge: Negates the movement effects of the creek.



Buildings: No effect on gameplay and are provided for historical reference or Victory Point purposes only. A hex with buildings still uses the majority terrain in the hex, as usual.

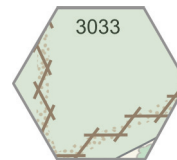


Camp Hexes: (These only appear on Map B and Map 16.1). There is no extra MP cost for CSA units to enter a Camp hex. However, these hexes (regardless of which side controls the Camp) require a CSA Infantry unit to STOP their movement altogether, unless on a Road/Trail, due to looting, see 10.13. CSA Artillery cannot enter a Camp hex unless on a Road/Trail. Allows a USA Brigade which activates via a Limited (Failed) Activation to be given a Fall Back! Order (8.6). Camps otherwise have no effect on USA movement.

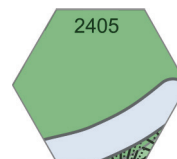


IMPORTANT: Camp/Dot rules no longer have any effect starting at 12 PM.

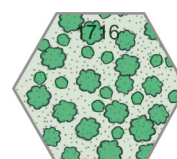
Play Note: Moving from a Camp to a Camp on a Road/Trail or from a Dot hex to a Camp does not incur any extra Movement Point cost for a CSA unit; a Camp is not a Dot hex, even when adjacent to another Camp.



Clear Hex: 1 Movement Point (MP) to enter, no effects otherwise.



Creek Hexside: Prohibited for all units unless at Bridge/Ford. *Historical Note:* Recent rains had significantly swollen the creeks.



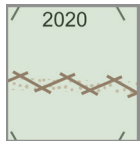
Dense Woods Hex: These are like Woods hexes but contain dense thickets and ravines. Firing out of Dense Woods incurs a

-1 Left column shift. Firing over Dense Woods is a -1 left column shift. Firing into Dense Woods is a -2 left column shift. Artillery may not enter or exit a Dense Woods hex unless on Road/Trail. Units in Dense Woods cannot give nor receive Support.



Dot Hex: (These only appear on Map B and Map 16.1). All non-Camp hexes adjacent to a Camp are Dot hexes. Unless a scenario specifies otherwise, it always costs all CSA units +1 MP to enter a Dot hex, regardless of Camp control, other Terrain, and/or the presence of a Road/Trail. *For example, a Rebel Artillery unit moving on a Road into a Dot Woods hex would pay 1.5 MP's (1/2 MP while on the Road and +1 MP for the Dot).* A Dot hex qualifies a USA Brigade for a Fall Back! Order (8.6) when conducting a Limited (Failed) Activation. **IMPORTANT:** Camp/Dot rules no longer have any effect starting at 12 PM.

Design Note: the +1 MP cost represents a variety of delaying factors, like reforming units that are losing men headed for the adjacent camp hex.



Fences: No effect on movement or combat. *Design Note: These add historical aesthetic flavor.*



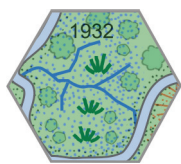
Field Hex: Treat as Clear for all purposes. Some Fields (different colored lettering for their names) may be worth CSA VP's, see individual scenarios.



Ford: A ford symbol is printed where a road or trail crosses a creek. If a road or trail comes up to a creek but there is no ford symbol, then no passage is possible.

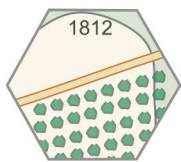


Indian Mounds: -1 Left column shift, when fired into or through.



Marsh Hex: *Historical Note: Flooded woods and thickets.* Considered Blocking terrain at same level for LOS purposes. Infantry must STOP upon entering a Marsh hex unless on a Road/Trail. Artillery may not enter or exit

a Marsh hex unless on Road/Trail. Firing into or out of or over any Marsh hex incurs a -1 Left Column shift. Units in a Marsh may neither give nor receive Support (just like Woods or Dense Woods).

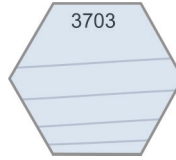


Orchards Hex: Fire traced through or into (not from) an Orchard hex, -1 Left column shift. Artillery may deploy into, and Fire from, an Orchard hex without restriction. Units in an Orchard may give and receive

Support normally.



Pond Hex: No effect on movement or combat. *Exception: 16.7 FOW Special Event Table roll.*



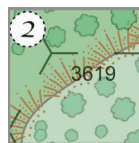
River Hex/Hexside: Only USA Gunboats (6.5e) can enter a full River hex. Infantry and artillery may enter a partial-river hex. Otherwise, a River hexside is impassable to all other units.



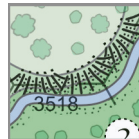
Road: Pay road movement costs instead of other terrain. Negates streams for movement. CSA units do not have to STOP in a Camp hex if moving via a Road/Trail.



Gentle Slope (color change/contour line): Denotes a slight elevation change. No effect on movement.



Slope Hexside (Brown): A one level change in elevation from one hex to another. Affects Close Combat when attacking uphill, -2 Left column shift.



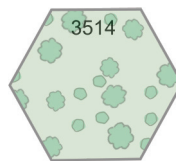
Steep Slope Hexside (Black): A steep elevation change in level from one hex to another. Adjacent Fire (up or down) across a Steep Slope is a -1 Left column shift. Steep Slopes also affect Close Combat when attacking up, -3 Left column shift, or down, -1 Left column shift when exclusively defending behind such a hexside. For Retreat Path, see 12.3.



Stream Hexside: It costs an extra movement point to cross a stream hexside unless via a Road/Trail. Units defending exclusively behind a Stream get a -1 Left shift in Close Combat. *Play Note: Streams are hexside terrain only, never in-hex. Presume any in-hex stream goes along its closest hexside.*



Trail: Pay trail movement costs instead of other terrain. Negates streams for movement. A Trail allows CSA units to continue their move through a Camp hex without being forced to STOP. If a Trail extends only partially into a hex, it is considered to be a part of that hex (i.e., the Trail can be used normally in that hex).



Woods Hex: Block Line-of-Sight for units at the same elevation. Firing into Woods is a -2 left column shift. Units in Woods are considered Unsupported, and they likewise cannot give Support.

IMPORTANT: In a change from the series rules, up to 3 SP (total) of Artillery may Fire from a Woods hex if they otherwise would have a Line-of-Sight (LOS) to the target. When calculating Fire, start with the **3 SP** as a base and

then apply any applicable modifiers from there. All other modifiers (e.g., Range and Canister Fire) still apply. This does not apply to Dense Woods nor Marsh, as Artillery cannot fire from these hexes under any circumstances.

Historical Note: The woods at Shiloh today have changed from how they appeared back in 1862 (for example, Rhea's open Field is now half gone, overgrown with woods). Woods are not ideal for positioning a Battery (hence the 3 SP limit), but still being able to get some of the guns into action could yield results.

3.0 Unit Stacking

3.1 Stacking Limits: The maximum number of Strength Points allowed in a single hex at the end of an activation is a maximum of **up to 12 SP's total, or one unit if more than 12 SP's**. *Play Note: Artillery units do not stack at their full SP value; see the Artillery Stacking Chart on the Player Aid.* Brigades arriving as reinforcements may freely stack in their entry hex, regardless of how many units or SP's are being placed or how long they remain in the Reinforcement hex.

- a. **Road/Trail hexes:** If a unit is moving along a Road/Trail (whether in March Column or not) and wishes to use the Road/Trail rate (see the Terrain Effects Chart) upon entering a hex, the 12 SP stacking limit is enforced at all times, see Series Rules (SR) 10.5b.
- b. **Large Units:** Some regiments exceed the 12 SP stacking limit as printed on their counter; such a unit is never considered overstacked when alone in a hex.
- c. **Rivers:** Partial River hexes are considered land hexes and normal stacking is allowed for ground units. Gunboats may not stack with each other.

4.0 Sequence of Play

A new step is added to the End Turn Phase, checking for **Wrecked Brigades**, only when rule 12.9 is in effect (as noted by each scenario's Special Rules); see 8.6, 12.9 and 14.0.

6.0 Artillery Phase

All Artillery is Independent (not assigned to a Brigade or Division) and they arrive and move freely or fire in the Artillery Phase. Artillery has a Movement Allowance of **6 MP's**. *Exception: *Artillery - see 6.5 below.*

6.5 Artillery Movement and Fire Considerations:

An Artillery unit moving into a Woods (not Dense Woods) hex not using a Road/Trail uses all of its MP. Artillery leaving a Woods hex not using a Road/Trail uses all of its MP. Artillery may cross a Stream or Gentle Slope, but not a Slope or Steep Slope while entering or leaving a Woods hex not using a Road/Trail.

An Artillery unit moving along a Road/Trail into a Woods/

Dense Woods/Marsh hex it would overstack in must pay 3 MP's (total) for that hex. *Play Note: This represents the delay time incurred waiting for the other units to clear the road for the Artillery.*

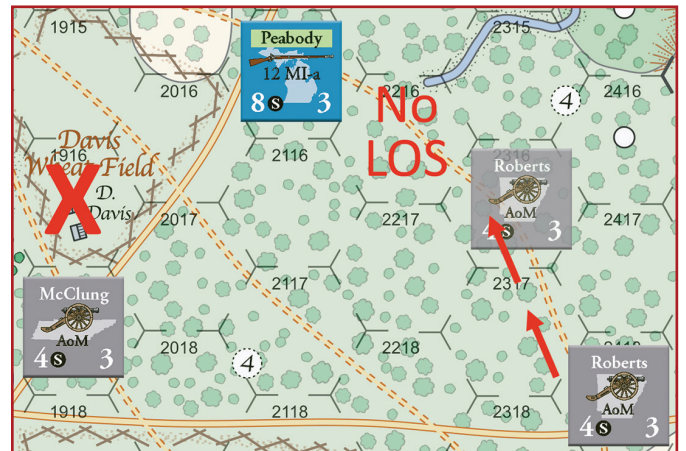
CSA Artillery may not enter a Camp hex unless on a Road/Trail. They are not required to Stop when entering such a hex.



***Artillery:** Several USA Artillery units have an asterisk (*) associated with their name. This means the Battery cannot conduct a normal move. *Artillery may move 1 hex only into a Clear hex or any hex via a Road/Trail. It cannot cross a slope, steep slope, creek, or stream hexside. *Artillery must at all times remain within 6 hexes of Pittsburg Landing (A2903). *Artillery units cannot Retreat (Eliminated instead). *Artillery cannot Rebuild.

IMPORTANT: The number of USA Artillery able to move is limited until the 10 AM Turn; see 8.7b.

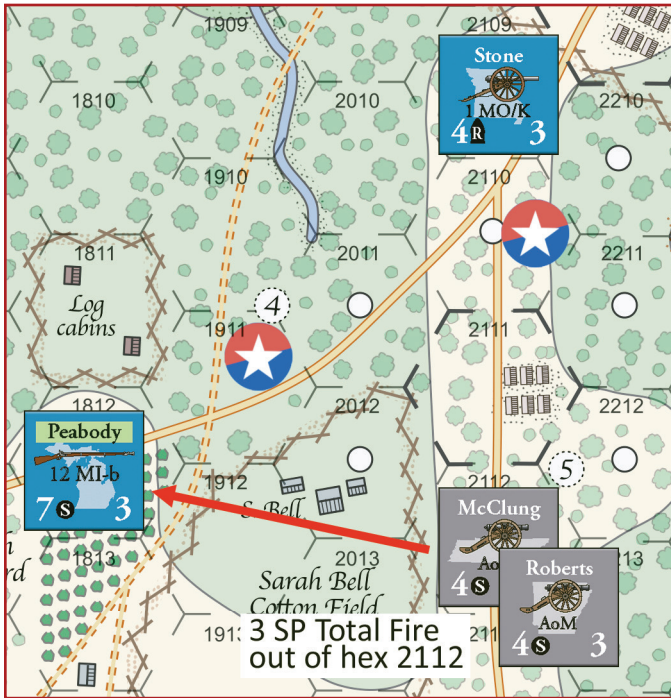
- a. **Close the distance! IMPORTANT:** Instead of being restricted to not engaging the enemy during movement (see Series Rules), Artillery may move to a hex that is 2 hexes from the enemy if the LOS is Blocked between the enemy's hex and the hex that the Artillery is moving into. An artillery may also move to a hex that is 2 hexes from an enemy unit if it is stacked with a friendly infantry unit while entering that hex. An Artillery unit may never move adjacent to an enemy unit. *Example: A USA infantry occupies hex B2115 and an CSA Artillery Battery wants to enter hex B2316 along the Trail. It may do so because the intervening Woods in B2216 Blocks the LOS. The CSA Artillery in hex B1917 cannot move to hex B1916 because of a valid LOS from the USA Infantry. If a CSA infantry were in hex B1916 it would be able to enter the hex. (See below)*



- b. **Retreat:** A Battery forced to retreat through any number of Woods hexes while not on a Road/Trail suffers an additional Depletion result, see Hazardous Retreat, 12.3.1. This includes a Retreat out of a Woods hex where no Road/Trail is present. Artillery forced to

retreat across a Steep Slope (up or down) and not on a Road/Trail, are Eliminated (12.3) *Artillery units cannot Retreat and are eliminated instead (6.5).

- c. **Fire: IMPORTANT:** In a change from the series rules, Artillery may Fire up to 3 SP (total) from a Woods hex. This does not apply to Dense Woods nor Marsh, as Artillery cannot fire from these hexes under any circumstances. All other modifiers still apply. When calculating Fire, start with the 3 SP as an absolute and then apply any applicable modifiers from there.



For example (above), two 4 SP Artillery batteries are located on Map B in hex 2112, a Woods hex with a Road. They may fire (see LOS, 9.1a for a series change) 3 SP's total (not each) on a target in hex 1812, at a range of 3. The Fire will be on the '2' column (-1L for the target being in an Orchard). The same Artillery units in 2112 could not fire at a target in hex 2109 because the two intervening (same level) Woods hexes in 2110 and 2111 will block LOS. Likewise, each Battery could not fire 3 SP at two different target hexes since the total Artillery SP that can fire out of Woods is limited to 3 SP.

- d. **Panic:** Artillery is not affected by the Union Panic Depletion rule (during Confederate Surprise) described in 12.0b.
- e. **USA Gunboats:** Play Note: These rules are only used in 16.5, 16.6 and 16.7; if not playing one of those scenarios, you can skip these rules entirely. These two units are treated as Artillery, but may not stack nor fire together. Gunboats may not be placed in partial River hexes, only full Tennessee River hexes (regardless of the proximity of enemy ground units). They may not be in a Creek

hex. In the Artillery Phase (or Reinforcement Phase when they arrive), simply place a Gunboat into any Full River hex. Gunboats may Fire on their Turn of entry.

As indicated on the Combat Chart, Gunboats do not get the canister bonus at Ranges 1 and 2.

Gunboats cannot use, nor be targeted by, any event chits nor any form of combat.

IMPORTANT: Gunboats may only Fire in the Artillery Phase; they never Defensive Fire or Opportunity Fire. Gunboats don't move, so each Turn just place them in a Full River hex (cannot stack with each other) from which they can fire from. Gunboats do not need to trace a LOS in order to Fire, but they may NOT target any hex that is adjacent to any friendly unit. Gunboats ignore all modifiers except for terrain in the target hex, and range.

IMPORTANT: Gunboats fire on an entire enemy-occupied hex, not a specific enemy unit. They do not inflict casualties or retreats; if their initial roll produces any result other than 'No Effect' (i.e., any colored box is shown), don't roll again – simply allocate one MH to every enemy unit in the target hex plus one additional adjacent hex of the USA player's choice. For example, the Gunboat Tyler (7 SP) fires at a CSA occupied hex at a range of 6. This is Long (maximum) Range for a Gunboat so the SP firing is halved (down to 3 SP). With the target hex being in Dense Woods, shift two columns to the Left for a final Fire column of 1. A roll of 41-66 will inflict a Morale Hit on all CSA units in the target hex and in one adjacent hex. If a unit is hit by both Gunboats, it still only receives one MH.

Design Note: The range for Gunboats does not reflect the maximum distance that their guns could fire but is instead a limitation of the abstracted indirect fire LOS rule for them. *Historical Note:* Undirected Gunboat fire inflicted very few casualties, but the thunderous boom of flanking fire nonetheless had a powerful psychological impact on Confederate troops.

7.0 Chit Draw Phase

7.3 Drawing and Applying a Chit:



A. S. Johnston: Johnston is the Commander-in-Chief (CIC) of the Army of the Mississippi (AoM), once he enters play at 9 AM. When the chit is drawn, it must be played immediately (may not be Held). Starting at 2 PM, when seeding the cup to begin the Turn, make a casualty roll: on a 1-3, Johnston is eliminated. On a 4-6, there is no effect (roll again next Turn).

Design Note: Johnston is already factored in to Confederate Surprise i.e., the 8 AM and 8:30 AM Turns, hence his appearance here at 9 AM.

When Johnston is eliminated, immediately remove his CIC chit from the game (he cannot return). Replace him with the Beauregard chit (as a reinforcement) next Turn (i.e., put Beauregard's CIC chit onto the Turn Track as a 'reinforcement' for the next Turn).



P. T. Beauregard: is the CSA replacement CIC when Johnston is eliminated (place Beauregard in the draw cup on the following Turn). When the chit is drawn, it must be played immediately (may not be Held). *Play Note: Beauregard is not eligible to become a casualty since he was generally commanding from the rear.*



U. S. Grant: is the CIC of the Army of the Tennessee (AoT), and he affects only those Brigades (not units from Ammen's Brigade, who is from the Army of the Ohio). When the chit is drawn, it must be played immediately (may not be Held).

8.0 Brigade Orders

8.2a Union Attack Order Restriction: No USA Brigade can be issued an Attack Order until the 11 AM Turn. *Play Note: So until 11 AM, a USA Brigade that Fully Activates can only be given a Defend (4 MP's), Maneuver (8 MP's), or Regroup (0 MP's) Order.* If given an Attack Order via Command Confusion, treat the result as "No Order" (the Brigade does nothing).

8.3 Defend: A unit cannot remove a Low Ammo marker (9.1d) under a Defend Order.

8.4 Maneuver: Until the 10 AM Turn, neither the USA nor the CSA can use the March Column movement rate. They may still use the Maneuver Order, but March Column Rate is prohibited until the 10 AM Turn.

Historical Note: The Confederate battle plan was tightly fixed in staggered lines, and USA units were generally too disorganized or too far away to fully comprehend the depth of the Rebel attack in order to implement expedient March Column moves. This is not to say that March Column wasn't used early on – McClernand sent his alerted Brigades in column to the Corinth Road ridge, for example – but faulty communications invariably lead to mishaps and delays.

This rule does not affect Artillery Movement since they don't use March Column, see 8.7b for USA Artillery movement limitations.

8.5 Regroup Order: A unit that Rallies under a Regroup Order (or the Rally! Event Chit) may remove a Low Ammo marker in lieu of removing their Morale Hit(s).

8.6 Fall Back!: **IMPORTANT:** A new Brigade Order is introduced for this game, "Fall Back!".

When...

1. A USA leader Activation (not via the CIC) die roll is

Failed, and

- At least one of the subsequently chosen Brigade's Infantry units occupies any Camp or adjacent Dot hex (it doesn't have to be the Camp hex the Brigade setup in or closest to) or it occupies or is adjacent to a USA Headquarters (HQ, denoted per scenario).

...Then a Fall Back! Order may be given in lieu of a Limited Activation. The Order applies to all units of the entire Brigade regardless of their location and does not allow any fire, combat, rally, nor any other activity. The ONLY action allowed is a retreat of 2 hexes towards the NORTH or EAST map edge (or towards Pittsburg Landing), player choice per individual unit (i.e., one unit in the Brigade may go North while another goes East). Prohibited and Impassable terrain cannot be entered. Simply retreat all the Brigade's units back 2 hexes (no more and no less); they cannot remain Engaged nor Engage any enemy unit; if unable to comply, the unit is placed in the Eliminated Box (they have surrendered).

For example, while executing a Fall Back!, a USA Infantry unit passes a Marsh hex and then past a Steep Slope into a Dense Woods hex to complete its Fall Back! Order.

Opportunity Fire may be triggered by this retreat, including from the first hex of the retreat. Like all retreats units may not be overstacked at the end of the retreat.

Optional Rule -- Artillery stacked with or adjacent to a unit in a Brigade conducting a Fall Back! may also retreat 1 or 2 hexes North or East that they could normally move into IF they pass a Cohesion Test. Impassable hexes (e.g., prohibited Terrain or enemy units) still may not be entered. If the CR roll fails, the Battery stays in place and incurs a Morale Hit. If the Battery does retreat and it enters terrain that normally would be a Hazardous Retreat (e.g., Woods while not on a Road/Trail; see 12.3), then it Depletes.

For example, Miller's Brigade Falls Back! and Hickenlooper's fresh Battery is in hex B2617, adjacent to a Regiment of Miller. If Hickenlooper rolled a 4 or less, it could likewise fall back 1 or 2 hexes. If it retreats through one or two Woods hexes and isn't on a Road/Trail, it would Deplete. If Hickenlooper rolled a 5 or 6, the Battery would get a Morale Hit and remain in place. Play Note: This rule potentially gives Artillery additional survivability at the expense of some added rules load and additional die rolls.



8.7 Union Alert: A USA Division (and all its subordinate Brigades) is either Alert or Not-Alert. *Play Note: Scenario Special Rules will specify whether a Formation is Alert or not, or whether this rule even applies at all.*

For example, Stuart's Brigade automatically will be Alert to begin the 9:30 AM Turn of scenario 16.7, if he has not been Alerted earlier. Raith's Brigade starts 16.3, 16.4 and 16.7

Alert (per special rule) even though McClernand's Division is Not-Alert.

The USA player should use their Brigade Activation markers to denote which Divisions are Alert and which are Not-Alert. Put all of an Alert Division's Brigade Activation markers on the player's Activation card. Place Not-Alert Brigade Activation markers temporarily in front of you until the Division is Alerted, then move all of its Brigade Activation markers to the card. Place a "Sound the Long Roll" marker on each Brigade on the player's Activation card when the Brigade becomes alert. *Exception: Col. Stuart's brigade ignores this rule.*

IMPORTANT: An Alert Brigade can activate normally. A Not-Alert Brigade cannot Activate at all, but its units can issue any Fire at 50% (half) strength, regardless of the Fire type. *Play Note: So there is no further reduction beyond 50% for Opportunity or Defensive Support Fire.* Event chits may not be play on units in a Not-Alert Brigade, however Fog-of-War events may otherwise affect them (for example, Wayward Move from Fog-of-War may relocate a Not-Alert unit one hex).

There are two ways for a USA Division to become Alert:

(1) Any unit in the Division (or Stuart's detached Brigade in scenario 16.7) is targeted by any form of combat or has a LOS (may be Obscured) of 3 hexes or less to any CSA unit at any time. Alert all of a Division's Brigades NEXT TURN. However, Stuart activates this Turn (place his chit into the cup upon the activation trigger).

(2) The Union Alert chit is drawn from the cup (unless canceled by Fortunes-of-War); the USA player announces* one Division of their choice, to start Activation NEXT TURN (place its Leader – or the Division's Brigade Activation markers - on the Turn Track as a reminder). When in play, the Union Alert chit automatically goes into the cup each Turn until all USA Divisions are activated. Starting with the 10 AM Turn all USA Divisions that were not activated become activated and the Union Alert chit is removed from play.

**Optionally, for non-solitaire play, the USA player may conceal his Divisional choice by placing the Alert counter atop the chosen Leader counter so it cannot be seen. Remember to place the chits into the draw cup next Turn.*



8.7a Sound the Long Roll **IMPORTANT:** In Scenario 16.7, the first time ONLY that a previously Not-Alert Brigade becomes Alert (from the previous Turn) and it is chosen for Activation (Full Activation or Limited), roll a die for each Brigade after its Order is determined, but before implementing that Order. Compare that roll to the 'Sound the Long Roll' table on the player aid. The indicated result is the number of Regiments in that Brigade who now get a

Shaken Marker (units chosen by the USA player), one per (max). *Design Note: This reflects the confusion of USA formations hastily mustering and marching upon becoming aware of the sudden Rebel onslaught.* Regiments already Alert to begin play are never affected by this rule, nor are units that don't Activate (e.g., they are canceled by Fortunes-of-War. Stuart's Brigade (16.7) likewise ignores this rule, as well.

For example, W. Wallace's Division was placed on Alert via the Union Alert chit drawn from the cup at 9 AM. At 9:30 AM, after his chit is drawn, W. H. Wallace passes his Leadership roll and Fully Activates Tuttle's Brigade, announcing a Maneuver Order. Before implementing that Order, a die is rolled (it's a '3') and the table is consulted, indicating 2 units are affected. The USA player places a Shaken marker on any two of Tuttle's Regiments, his choice. Then the Brigade goes on to execute its Maneuver Order. If Wallace had failed his Leadership roll, Tuttle's Regiments would still be given the Morale Hits.

If a Brigade initially doesn't Activate at all (say it's canceled via Fortunes-of-War) then it does not have to ever roll to satisfy this rule (i.e., it can subsequently Activate normally without rolling to see if any Regiments gets a Morale Hit).

NOTE: If 15 IA, 16 IA, or 23 MO (again, 16.7 only) is attached to a Brigade that has to roll to fulfill this rule, then they must likewise roll too.

Play Note: if a Regiment(s) arrives as a Reinforcement after its Brigade has already made its first Alert rolls for its Regiments, the reinforcing Regiments do not have to make such a roll.

If the 'Command Confusion' chit is going to be played on a first time activating USA Brigade, then the chit must be played before the Brigade makes its 'Sound the Long Drum' roll; it cannot be played afterwards.

8.7b Union Artillery: The number of USA Batteries that may MOVE in the 8:00AM turn is 3, 8:30AM is 4, 9:00AM is 5, 9:30AM is 6; starting on the 10AM Turn, all Artillery may move (also located on Player Aid). Any USA Artillery Battery with a clear LOS that doesn't move may Fire in the Artillery Phase. Likewise a USA Battery which neither fires nor moves may Regroup (still 1 Regroup per turn per standard rules). *For example, it is the 08:30 AM Turn therefore the USA player may move any four Batteries in the Artillery Phase of the Turn. He also has three Batteries with a clear LOS to a CSA unit, so those Batteries may Fire normally (if they didn't move).*

8.9 Unassigned Units: Artillery is always Independent; Batteries Activate in the Artillery Phase and not with any Brigade, see 8.6 (optional rule) for a possible exception. *Design Note: We have attempted to group Unassigned Infantry regiments with the formations they mostly fought*

with, or at least deployed to, for convenience of play.

In the full scenario (16.7, "Bloody April") the USA player will have a choice of which Brigade to attach the Independent 15 IA (a and b), 16 IA (a and b), and 23 MO units to; see 16.7 Special Scenario rules for details.



8.10 Corps Commanders: Treat CSA Corps Commanders as you would standard Divisional Leader chits. *Play Note: The Union had no Corps structure at Shiloh. The CSA Third Corps (Hardee) and Reserve (Breckinridge) Corps did not have a formal Divisional Command structure at Shiloh. For simplicity's sake we have included Hardee and Breckinridge leader chits for Activation of their respective Brigades.*

Historical Note: Hardee did announce a quasi-Divisional formation under Hindman for two of his three Brigades just prior to the engagement. However, Hindman was wounded on the morning of the first day so we decided to go with Colonel Shaver for Thirds Corps' 1st Brigade, with Hardee as the (in game terms, Divisional) Commander.

9.0 Fire Combat

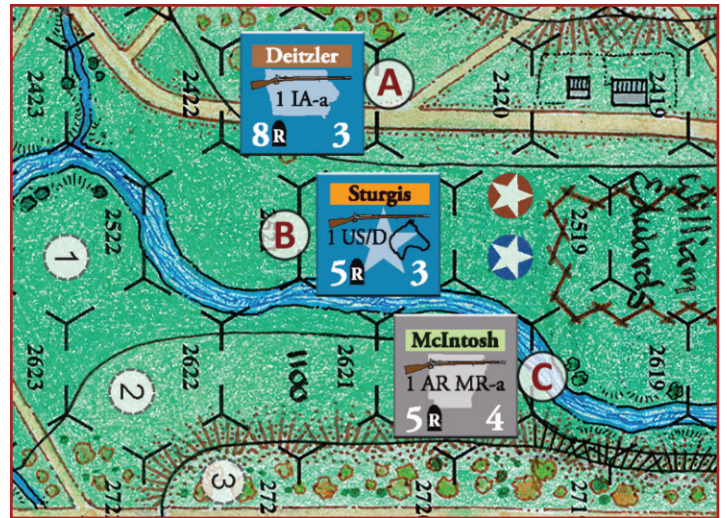
9.1 Firing Eligibility:

a. Line of Sight (LOS): Elevation changes, Woods/Dense Woods/Marsh hexes, Orchard, and Steep Slope hexes may Obscure or Block Line-of-Sight, see TEC. USA Camps and their associated Dot hexes have no effect on LOS. USA Gunboats do not need to trace LOS to fire.

Firing unit and Target unit are on the same level:

- Any intervening hex that is higher than both units will **Block** the fire.
- If all intervening hexes are lower than both units any intervening **Dense Woods/Marsh, or unit (friendly or enemy)** causes an **Obscured LOS**. **IMPORTANT:** Firing over a lower level Woods hex does not Obscure in this game. *Historical Note: Woods at Shiloh were not particularly thick coming off the winter season.*
- If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Woods/Marsh/Dense Woods** or any unit (friendly or enemy) in the hex.

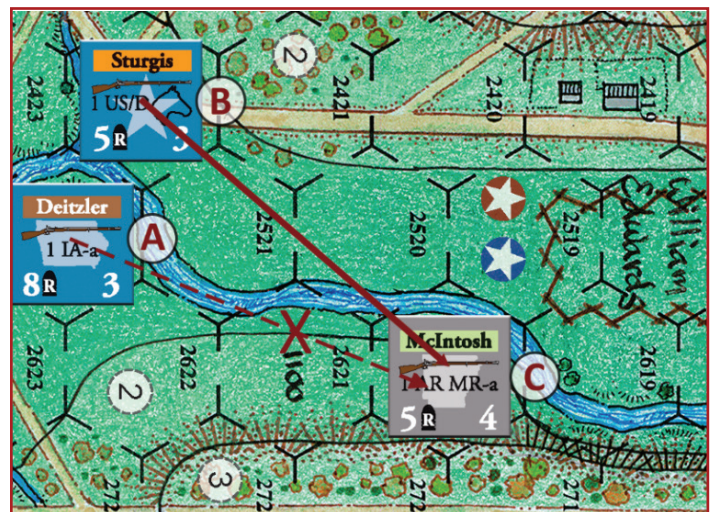
Example (below): The CSA infantry unit C wants to fire at the USA infantry unit A. Both units are on Elevation 2 and the USA dismounted Cavalry B is on Elevation 1 and would Obscure but not Block the fire. Note that infantry or cavalry may not fire over friendly troops; artillery can but not while using canister. Of course in this situation the CSA unit is firing over enemy units and the fire is allowed.



Firing unit is at a lower level than Target unit:

- Any intervening hex that is higher than both units will **Block** the fire.
- If all intervening hexes are lower than both units any intervening **Dense Woods/Marsh, or unit (friendly or enemy)** causes an **Obscured LOS**.
- If any intervening hex is at the same level as the Firing unit, or higher than the Firing unit and lower than the Target unit, any intervening **Dense Woods/Marsh, or unit (friendly or enemy)** causes an **Obscured LOS**.
- If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

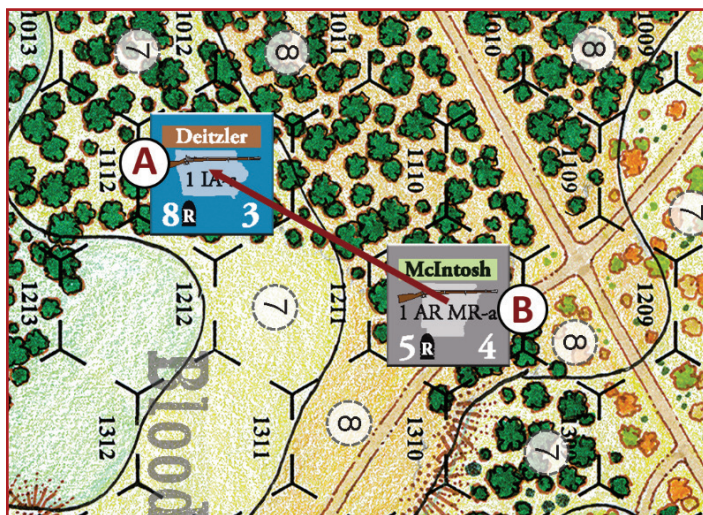
Example (below): The USA infantry unit A wants to fire at the CSA unit C. A is on Elevation 1 and C is on Elevation 2. Hex 2621 is on Elevation 2 and would Block LOS to unit C. Think of hex 2621 as filling the whole hex with Elevation 2 even though it looks like part of their hex is Elevation 1. USA unit B on Elevation 1 does have a clear LOS to unit C as the intervening hexes between the two units is Elevation 1.



Firing unit is at a higher level than Target unit:

- i. Any intervening hex that is higher than both units will **Block** the fire.
- ii. If all intervening hexes are lower than both units any intervening **Dense Woods/Marsh** or **unit** (friendly or enemy) causes an **Obscured** LOS.
- iii. If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked**.
- iv. If any intervening hex is at the same level as the Target unit, or lower than the Firing unit and higher than the Target unit, any intervening **Dense Woods/Marsh** or **unit** (friendly or enemy) causes an **Obscured** LOS.

IMPORTANT: If a LOS passes exactly along a hexside, the LOS is affected by the least restrictive of the two hexes.
Play Note: This is a change from the standard series rules. This means the LOS that is half-blocked has a clear LOS.



Example (above): The CSA Infantry unit B on Elevation 8 wishes to fire at USA Infantry unit A on Elevation 7. The LOS is NOT Blocked because hex 1110 is Elevation 8 but hex 1211 is Elevation 7 and since the LOS is only half-blocked, it is a legal LOS.

An LOS that is **Blocked** prohibits fire. An LOS that is **Obscured** is allowed but suffers a detrimental column shift. An LOS that is both **Blocked** and **Obscured** prohibits fire.

Note that the map's elevation levels should be viewed as "wedding cake". This means that units on a higher level must be at the "edge" of the level in order to see down to a lower level. If they have backed away from the "cliff side" of that level (reverse slope, as some would call it), then they cannot view any targets on a lower elevation. This also applies in reverse – units on a lower level cannot see higher units unless those higher units are located on the edge of the hill's terrace.

f. **Artillery in Difficult Terrain:** An Artillery unit located in a **Dense Woods/Marsh** hex *may not* Fire.



9.1d Low Ammo: Units marked with a Low Ammo marker suffer a -2 Left Column shift whenever they fire. To remove a Low Ammo marker, a unit must Rally (either via a Regroup Order or the Rally! chit, but NOT a Defend Order; see 8.3, 8.5 and 13.2a). A particular unit may have only one Low Ammo marker at any time. *Historical Note: Artillery also suffered from ammunition shortages, but Batteries will have enough down time during play (usually due to the inhospitable terrain) so that we have abstracted Low Ammo out of the game for them.*

9.3 Fire Combat Procedure:

Not-Alert USA Infantry: Not-Alert (8.7) units have their Fire strength halved for all Fire (no other reductions). Defending strength in Close Combat is unaffected.

CRT Column Shifts:

The column shifts are as follows:

- i. Target in a Woods or Dense Woods hex = shift two columns to the left.
- ii. Firing into or through an Orchard hex = shift one column to the left.
- iii. Target adjacent and firing across a steep slope = shift one column to the left.
- iv. Firing into or through an Indian Mounds hex = shift one column to the left.
- v. Firing out of Dense Woods hex= shift one column to the left.
- vi. Firing over Dense Woods or Marsh hex = shift one column to the left.
- vii. Firing over unit = shift one column to the left.
- viii. Firing into or out of a Marsh hex = shift one column to the left.
- ix. Half or more of firing Artillery SPs are "Mx" weapon type at long or extreme range = shift one column to the left.
- x. Half or more of firing Artillery SPs are "S" weapon type firing Canister = shift one column right. (A unit at canister range but not able to fire canister because it was over friendly troops would not get the shift).
- xi. Flanking Fire (SR 9.3c). = shift one column to the right.

10.0 Movement

10.3 Movement Costs: Infantry units entering a Marsh hex while not on a Road/Trail must STOP, regardless of how many MP's they have remaining. If on a Road/Trail, units may continue their move.

10.11 Reinforcements: Units may not move into a designated enemy Reinforcement hex, nor can they attack (via any means) such a hex. *Exception: if such a hex is indicated for any form of VP, then the hex has no restrictions.*

10.11a Individual Regiments: In certain scenarios, individual Regiments arriving as Reinforcements may be designated as under a Maneuver order in March Column on their turn of entry, regardless of what Order their Parent Brigade is assigned. This may occur only under a Full Activation (not Limited) of the Parent Brigade; if there is no Full Activation, then the Reinforcement does not enter (delayed until possible entry next Turn, still being capable of Maneuver order in March Column on the following turn.).

10.13 Camps and Looting: (*Camps are present on Map B only*) Camp hexes (and all 6 adjacent Dot hexes) printed on the map are special terrain features that affect CSA movement and also the USA ability to implement a Fall Back! Order (8.6).

IMPORTANT: Camp/Dot rules end starting at 12 PM.

Whenever a CSA Infantry or Artillery unit moves into a hex adjacent to a Camp (*noted with a center Dot in the hex*), regardless of who controls the Camp or what other terrain features are in the hex, pays +1 MP for that hex. *For example: if a CSA Infantry unit moves along a Trail into a Dot (Camp adjacent) hex, it would pay 2 MP (1 MP for the Trail and +1 MP for the Dot).*

Upon actually entering a Camp hex, CSA units must STOP (regardless of how many MP's they have remaining) unless moving along a Road/Trail; then the unit may voluntarily stop in the Camp hex or continue its movement.

Moving from a Camp-to-Camp or from a Dot hex to a Camp, does not incur any extra MP cost; a Camp is not a Dot hex, even when adjacent to another Camp. A CSA unit must still STOP if moving Camp-to-Camp while not on a Road/Trail.

Historical Note: Due to prior delays, most Confederates had already consumed their issued 3-day rations after leaving Corinth. Being hungry and coming upon Union camps that were making Sunday breakfast, many Rebel troops spent valuable time looting while looking for food, ammunition and souvenirs before they were eventually reformed. The tent rows in the camps also tended to break up the Rebel formations, which took time to reform.

To control a Camp hex for VP purposes, a CSA Infantry unit must enter the hex (it doesn't have to remain there). Once

accomplished, the Camp hex remains in CSA control for the remainder of the game unless the USA side similarly takes it back with an Infantry unit.

IMPORTANT: CSA Artillery may not enter (nor remain in) a Camp hex unless they are moving along a Road/Trail. CSA Artillery may traverse Dot hexes adjacent to a Camp normally, paying the usual +1 MP to do so.



Control Markers are provided for CSA control of a Camp hex; if there is no marker, the USA controls the Camp. In scenarios where Camps are not worth VP, you do not have to track camp control. *Play Note: We've back-printed the Camp control markers just in case you would like show Union control, as well. In some scenarios, Camps are worth a ½ VP each to the Union side (see the scenario's Victory Determination section for details).*

11.0 Close Combat

11.2 Close Combat (CC) Declaration: Various Terrain features may affect Close Combat; see Player Aid for those effects.

11.3 Close Combat Procedure:

c. CRT Column Shifts:

- i. Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.
- ii. Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- iii. Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- iv. Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
- v. Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- vi. Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- vii. Half or more Defending SPs are Artillery: Shift four columns to the right.
- viii. The best Attacking unit's CR (from the Assaulting Hex) is higher than the defending Lead Unit's CR: Shift one column to the right.
- ix. The Defending Lead Unit's CR is higher than the best Attacking unit's CR (from the Assaulting Hex): Shift one column to the left.
- x. Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift two columns to the left.

- xi. Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift three columns to the left.
- xii. Defending unit is on Lower-elevation side of a Steep Slope hexside than Attacker: Shift one column to the left.
- xiii. Defending unit is across a stream hexside from all of the attacking units: Shift one column to the left
- xiv. Half or more of Attacking SPs are Infantry type "S": Shift one column to the right.
- xv. Half or more of Defending SPs are Infantry type "S": Shift one column to the left.
- xvi. CSA "Rebel Yell!" event: Shift one column to the right.
- xvii. USA "Charge" event: Shift one column to the right.
- xviii. Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).

12.0 Cohesion Tests

12.0b Panic Result: **IMPORTANT:** During Confederate Surprise ONLY (8 AM and 8:30 AM), anytime a USA Infantry (NOT Artillery) unit has to Panic as a result of combat, it suffers a **Depletion** result instead of taking a Morale Hit. Skedaddle results apply normally. Starting with the 9 AM Turn, USA units Panic normally. *Historical Note: The initial shock of the Rebel attack caused many Union soldiers to flee to the banks of the Tennessee River, represented here in the game as casualties.*

Any unit of a **Wrecked** Brigade (USA or CSA, see 12.9) that Panics at any time is Eliminated; place it directly in the Eliminated Units box.

12.3 Retreat Path: After all other standard retreat priorities have been met, the USA player must try to retreat his units towards the NORTH or EAST (or towards Pittsburg Landing, hex A2903) map edges. The CSA player must try to retreat his units towards the SOUTH map edge of the map. **IMPORTANT:** A map edge runs the length of the board. *For example, a CSA unit can retreat South-West, directly South, or South-East, as long as the retreat is towards the Southern map edge.*

CSA Infantry units ignore Camps and Dot symbols when Retreating or Panicking.

Units may Retreat across a Creek at a Ford, but suffer a Depletion for doing so. Units may retreat across a Bridge

with no effect. Streams have no effects on any form of Retreat. *Play Note: Crossing a Creek without a Ford or Bridge is not allowed in this game.*

12.3.1 Hazardous Retreat: Certain results will require retreating units to be penalized; this is called Hazardous Retreat and is summarized here:

- Artillery retreating across a Steep Slope (up or down) suffer an Elimination result unless on a Road/Trail.
- Infantry retreating across a Steep Slope (up or down) incur a Depletion unless on a Road/Trail.
- Artillery retreating into, out of, or through any number of Woods hexes without a Road/Trail suffers an additional Depletion result. Artillery will only retreat through a Woods hex without a Road/Trail if no other retreat path is available. *For example: a Battery is Depleted by USA Fire and also has to retreat (Skedaddle) 2 hexes. The Battery is not on a Road/Trail and so retreats through 2 Woods hexes. It then suffers an additional Depletion, which results in a Break Test since it already is Depleted.*
- Artillery forced to retreat into a Dense Woods/Marsh hex while not on a Road/Trail is Eliminated.
- Retreating (or Advancing) into a Marsh hex while not on a Road/Pike/Trail also causes Infantry to gain a Morale Hit per hex, plus they must STOP if Advancing, unless on a Road/Trail.
- CSA Artillery that retreats while not on a Road/Trail, may not finish in a camp hex and must retreat further.

12.4 Unit Support:

1. Infantry and Artillery units are not supported if they are in a Marsh, Woods, or Dense Woods hex.
2. Infantry units that are in a Marsh, Woods, or Dense Woods hex may not give support to any other unit.

12.6 Break Test: A unit in a Wrecked Brigade is Eliminated if forced to make a Break Test (no roll is made).

12.7 Advance after Close Combat: CSA units conducting Close Combat into a Camp hex before 12 PM must advance and then STOP in the first hex of any advance, regardless of the presence of a Road/Trail. CSA units using a Rebel Yell! event chit, or operating under Confederate Surprise (per scenario rule), or a USA unit using the Charge! event chit, must Advance after a successful Close Combat. Dot hexes have no effect on CSA advances.

Units advancing into a Marsh hex while not on Road/Trail must STOP (no multi-hex Advance), plus they receive a Morale Hit.

USA HQ hexes do not affect movement, advances, or retreats nor do they impact LOS.



12.9 Wrecked Brigades: *Play Note: A scenario will state whether this rule is applicable or not.*

IMPORTANT: To start the End Turn Procedures Phase, check to see if any CSA or USA Brigades are Wrecked.

A Brigade is Wrecked if both conditions below apply:

1. At least 1 non-Fragile unit is in the Eliminated Box or on the Broken Track.
2. It has ALL of its Infantry units either Eliminated, on the Broken Track, or Depleted or any combination thereof. In other words, if any Brigade has at least one Fresh unit on the map, it cannot be Wrecked.

If so, the entire Brigade is Wrecked. This includes future Reinforcements from that Brigade.

IMPORTANT: Immediately remove the Brigade's Activation marker from play. Place a Wrecked marker on the Brigade's space on the Brigade Activation card. Shift any of a Wrecked Brigade's units on the Broken Track to the Eliminated box. Units in the Eliminated box remain there.

12.9.1 Effects: A Wrecked Brigade is not eligible to be Activated by any Leader, including the CIC. Instead, during the End Turn Procedures Phase, a Wrecked Brigade (USA or CSA) may (player choice) perform one of the following:

1. Withdrawal (see below) OR
2. Rally (remove a single MH or Low Ammo marker from any unit at least 3 hexes away from the enemy); OR
3. Do Nothing if no unit of that Brigade is Engaged with the enemy. If any unit is engaged the brigade must do a Withdrawal.

This End Phase activity is not considered an Order. All units in the Wrecked Brigade must perform the same action, either all Withdrawal or all Rally or all do nothing. Conduct this like an Artillery Phase, before any final Held Chits come into play (see the sequence, 14.0) with players alternating Wrecked Brigades, USA first.

When performing a Withdrawal, each individual unit in the Wrecked Brigade retreats 0, 1, or 2 hexes in any direction, but still may not Engage, nor remain Engaged, with any enemy unit; if unable to do so, the unit goes to the Eliminated Box (i.e., it surrenders). Opportunity Fire may be triggered by this retreat, including from the first hex of the retreat. Like all retreats units may not be overstacked at the end of the retreat.

For example: a Wrecked Brigade with three units in play opts to do a Withdrawal during the End Phase (14.0). One unit retreats 2 hexes North. One unit goes 1 hex East. The third unit (not Engaged) stays in place. The units cannot

Rally because the Brigade chose a Withdrawal. If Rally had been chosen, the units could not retreat.

Units in a Wrecked Brigade may still Defensive Fire, Defensive Support Fire, Opportunity Fire, and defend in Close Combat normally. They still can provide Support under the normal rules. They Skedaddle/Retreat per the standard rules, too. Event chits may be played on a Wrecked unit, as usual.

A Wrecked unit that Panics or that is forced to make a Break Test is automatically Eliminated.

A Brigade cannot recover from Wrecked status. *Exception: 16.7 FOW Special Event Table roll.*

Artillery never affects, nor is affected by, any Brigade's Wrecked status.

13.0 Rally

13.2a Recovery: A unit that Rallies, either via the Rally! chit or while under a Regroup Order or in the End Phase (14.0), may remove a Low Ammo marker in lieu of removing any Morale Hit(s).

Units may NOT remove a Low Ammo marker under a Defend Order (8.3).

13.2b Rebuilding: Units on the map cannot use the Rally! chit to Rebuild in this game. They can still potentially Rebuild if their Brigade has been issued a Regroup Order (8.5), unless their Brigade is Wrecked (12.9), then they can't be Rebuilt at all.

14.0 End of Turn Procedures

IMPORTANT: A new step is added to this Phase, checking for Wrecked Brigades; see 12.9, but only if that rule is in effect (as noted by a scenario's special rules).

Any Wrecked Brigade (USA or CSA) may now do a Withdrawal, or Rally, or do nothing (12.9.1). *Note that a Wrecked Brigade MUST do a Withdrawal if Engaged.*

Players alternate handling their Wrecked Brigades, with the USA going first.

Once all Wrecked Brigades are finished, perform the rest of the End Phase Turn Procedure 14.1 through 14.5, as normal.

15.0 Confederate Surprise



Rebel
+1CR
Union
-1CR

Scenarios 16.2, 16.3, 16.4, and 16.7 begin with Confederate Surprise during the 8 AM and 8:30 AM turns only. Two Rebel Surprise Markers are provided as a reminder. During the Confederate Surprise turns the following rules are in effect:

1. For scenarios 16.3, 16.4, and 16.7, after the Artillery Phase of Turn 1 (only), Cleburne's Brigade is automatically Activated first with an Attack Order against Sherman's Division (or Artillery); every unit of the Brigade must move in a northerly direction and attempt to Engage, if possible.
2. During the Chit Draw Phase, when you draw a CSA Leader it is automatically activated. You do not need to roll for leader activation.
3. All CSA units have their Cohesion Rating increased by +1. This is cumulative with other items that affect a unit's Cohesion (e.g., Rebel Yell!). All USA units have their Cohesion Rating decreased -1. A CR cannot go below 0. Starting on the 9 AM Turn, calculate Cohesion Ratings normally.
4. CSA units that win a Close Combat must Advance.
5. USA Infantry (not Artillery) units that Panic, Deplete instead of taking a Morale Hit.
6. The USA does NOT get a Key chit during Confederate Surprise on the 8 AM and 8:30 AM Turns. They will only get random chits.

Designers Notes

"Shiloh is a wonderfully dramatic battle. The leader of one side is killed, and the other one is going on to glory."

---Shelby Foote

The elephant in the room is, "Why isn't there a second day covering the actions of April 7th"? There are several responses to this perfectly valid question. Mainly, I don't consider the second day at Shiloh to be much of a gameable situation at all. When the Army of the Tennessee (by then reinforced by Lew Wallace's 3rd Division) and Buell's Army of the Ohio joined forces overnight, the exhausted Confederates were in an untenable position. Once the reality of the second day's situation became clear, Beauregard ordered a general retreat and the battle came to an anti-climactic end. In game terms, the Confederate player will have to win the contest on April 6th, otherwise they will be doomed to their fate the following day. So Grant had already won the battle when it reached nighttime on April 6th, with April 7th being fought just to determine his (and as claimed by Buell) level of victory.

I also wanted to keep the playing time reasonable. As is, Shiloh is a big battle; with two mini-map and four smaller

Exclusive Rules

one map scenarios, in addition to the full two map scenario, this package already offers plenty of play options.

Grant was taken aback by the Confederate attack since he considered Pittsburg Landing to be an offensive, not a defensive, position for his army. It took him a while to get to the field from his HQ 9 miles away at Savannah (Tennessee). Sherman was negligent in ignoring multiple reports that the enemy was nearby and in strength, not to mention the lack of defensive precautions.

Alert status is a common feature of games where one side (in this case, the Union) was surprised by the enemy. I have included Confederate Surprise and a Union Alert chit (used in the full scenario, 16.7, only) that I hope players find easy to implement. Just because a Division is Not-Alert, it doesn't mean the soldiers are standing around doing nothing; instead, this mechanic represents waiting for orders, forming the Regiments, seeking reports from the front lines, securing arms and munitions, etc. Using the Brigade Activation markers on the Union display card was a convenient way to track which Divisions are Fully Alert and which were not.

Upon being Alerted, Union Divisions at Shiloh generally did not send their Brigades directly into the retreat chaos of the front lines. Instead, they deployed troops in rearward defensive lines for support and to stem the onrushing tide. This is difficult to recreate in hindsight, though the Union does have an incentive to hang back the first hour to avoid those dreaded Panic results (where panicking Union infantry units Deplete instead of getting a Morale Hit). Alert (i.e., staggered delays) also addresses this issue. Having Alert Divisions start to activate on the following turn was also part of this equation. Finally the "Sound the Long Roll" rule (where Union Regiments can become Shaken upon their first activation of the game) additionally hamstring the Union.

Looking at the scenarios, Victory Points are often concentrated on crossroads. This reflects not only the desirability of faster troop movement through the Woods, but also the Confederate goal of driving towards Pittsburg Landing.

In some scenarios, Camp hexes are worth ½ a VP to the Union side at end of the scenario. This also turned out to be a handy way to track Confederate progress on the battlefield, and further to make the Camp Looting (10.13) rule historically relevant (at least till Noon when the effects of Camp/Dot hexes are no longer in effect).

Designated map boundaries for the scenarios are not arbitrary, but are in place usually because there is other action occurring in the immediately adjacent, out-of-play areas. There is also a reliance on the hoped-for Confederate battle plan, which fell apart as the day progressed.

There are no actual cavalry units in Shiloh: The First Day because historically they played no pivotal role during the opening day, for a multitude of reasons. We quickly saw that including cavalry could lead to some bizarre situations where cavalry was used to hold lines like infantry which was not the case at this battle. There are event chits that do represent the historical effects that cavalry did have upon the battle.

Shiloh is a battle that's known for having a lot of chaos, which is a very good fit for Blind Swords. Many of the participants were inexperienced (Union regiments had generally seen more combat than their Confederate counterparts), with intense engagements throughout the day often boiling down to local decisions by lower level officers. The new "Wrecked" rule (12.9) reflects the brittleness and sudden shock of combat, while also abstracting the command and rally issues that both sides struggled with mightily. Officer casualties were especially high at Shiloh, exacerbating the confusion.

I briefly considered a "Green" rule to cover the multitude of rookie regiments that were present, but quickly decided against doing so because it was too cumbersome and time-consuming. Plus some of these raw formations fought surprisingly well. So Cohesion Ratings and the combat dice will determine their fate here, as usual. We do include a "Seeing the Elephant" result on the Fog-of-War table for several scenarios which models the troops panicking.

The Camp Looting rule (10.13) reflects the slow-down that multiple Confederate formations experienced after the initial success of their assaults. It is estimated that one-third of all Confederate soldiers engaged in some form of camp pillaging. We've included Camps (and Dot) hexes on Map B only, those that affected (or could have affected) the early stages of the battle. It's very important to pay close attention to the Camp and Dot hex rules.

Though initially spaced apart in staggered lines as they marched into battle, Confederate formations quickly became intermingled and you will see this represented in the game as well, depending on what sequence the Activation chits come out of the cup.

With a battlefield that has such a preponderance of wooded terrain, units will often be unsupported. This means that while defending troops do get the 2 Left column fire shift in Woods (or Dense Woods), their Cohesion Rating will be 1 less. With Woods/Dense Woods and Marsh generally blocking LOS, the fight will be up close and bloody; expect heavy casualties.

Artillery will be difficult to deploy in this game (especially for the Confederates), again due to the preponderance of wooded terrain. Note that we have changed several series rules for Artillery that more accurately represents the Shiloh battlefield at the time. Please refresh yourself with these

Artillery rules before playing.

Just like in my prior South Mountain game (A Greater Victory, 2022) for Revolution's Blind Swords series, I tailored the pool of Event Chits to provide more flavor for each scenario. Likewise, I included several Fog-of-War tables for the varied scenarios because of the narrative 'feel' that each conveys. The full scenario (16.7) has an expanded (2 dice) table, and also has a Special Event roll for even more historical flavor.

Don't take the Event Chits too literally as they can represent multiple things. For example, "Skirmishers" may be for an actual skirmish party, or it can cover small pockets of soldiers separated from their formation.

Researching this game consumed a lot of time because a plethora of sources do exist, though that meant a fair number of little discrepancies existed too. Many regiments were at full strength (Sherman's Division being an exception as they had not yet finished forming), some not having been in major combat before. Still, there were perplexing Order-of-Battle and field deployment conflicts between sources; when in doubt, I used data that best conformed to gameplay. If checking an OOB source and you notice a "missing" unit, it's because the Regiment was assigned elsewhere (e.g., guarding a creek crossing) or it simply didn't participate in the first day's fight.

I wanted to keep Lew Wallace's Union 3rd Division in the game so the Full Day scenario (16.7) contains an Optional Rule that may allow them to enter the fray, but at a cost. Lew Wallace's convoluted and delayed march is one of the major controversies of the battle; his late arrival almost cost an incensed Grant the field that day. Incidentally, Lew Wallace would later go on to write the most popular novel of the 19th Century, Ben Hur, a Tale of Christ (1880).

Some Union infantry units at this battle were Independent; I generally assigned them to the formation that they were mostly associated with in order to avoid more special rules for their activation (15 Iowa, 16 Iowa and 23 Missouri, will need to be assigned by the Union player). I didn't want players vainly searching the map for those scattered regiments.

A quick note on leaders; in Blind Swords, their ratings are based on activity of subordinate formations under them, and not necessarily their individual competence (or lack of), though the two often go hand-in-hand.

There was no standard armament at Shiloh, so I have grouped the multitude of weapon types into the conventional Blind Swords format, with one new addition: Gunboat. Gunboats fire indirectly (no LOS needed), inflicting a Morale Hit to every unit in the target hex - and one adjacent hex - instead of casualties when they score a hit (their psychological impact on the Rebels was substantial). The huge variety of weapons at Shiloh also created persistent ammunition

problems during the fight, which we represent here via the “Low Ammo” markers.

The horrific casualties that both sides experienced at Shiloh stunned the nation. Just like eight decades later at Tarawa (1943), the carnage of war informed Americans that the conflict would not be over quickly. After Shiloh, Grant realized that the South not only had to be beaten, it also had to be conquered before the bloody conflict would finally cease.

Union casualties can be much higher than Confederate casualties in this game, but recall that this level also represents the large number (thousands) of stunned Federal soldiers who fled the battlefield in order to shelter at the banks of the Tennessee River.

Despite the victory, Grant was basically relieved of command after Shiloh. Major-General Henry Halleck (Western Theater Commander for the Union, a man who had already expressed his disdain for Grant) took over and placed him as his second-in-command, but with no troops to command. Halleck was shocked by Grant’s initial absence (rumors that Grant was drunk were false), the failure of his troops to entrench (as Halleck had ordered), and the extremely heavy casualty reports. It was President Lincoln who came to Grant’s defense, famously saying, ‘I can’t spare this man - he fights’. So Grant and Sherman persevered in order to learn valuable lessons, both going on to greater glory with careers that could have been derailed at Shiloh.

Shiloh has always been an endlessly fascinating battle to me, so it’s quite satisfying to finally bring this game to fruition after two years of research, design, and testing. My sincere thanks to everyone who assisted me with this project. I hope you enjoy playing Shiloh: The First Day as much as we’ve enjoyed creating it. ...Steve Carey, April 2024.

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